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**NES
BATMAN
RETURNS**

**ROAD
RUNNER'S
DEATH VALLEY RALLY**

**BEEP!
BEEP!**



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I COULD BRING
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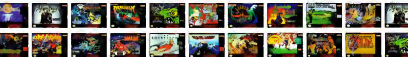


**SUPER NES
CONTROL SET**

Puts you in control.

The new SUPER NES CONTROL SET[™] gives you the ultimate power of choice. We've given Mario a break by taking the Game Pak out of the package and lowered the price to put the control where it belongs -- with you! So the question arises: Which game will you buy first? How about the arcade sensation Street Fighter II? It's a knock out! Are you into art?

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Make your choice from over 125 Super NES games planned for release by the end of the year.

Nintendo[®]

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NES

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SUPER NES



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A few issues back, we asked what you thought were the most important attributes for a great video game system to have. The responses ranged from having great response from the Controllers to the ability to play a wide variety of games. Here are just some of your comments:

I've got all three Nintendo systems and I'm pleased with every one. What I look for in a game is its graphics, sound, style and difficulty. Metroid II is a perfect example. The one thing I've looked for and found in every Nintendo product is quality. One more thing: get the Super NES. It's worth it...trust me.

Chris Olien
Lawrenceville, GA

The Super NES is by far the superior 16-bit video game system. Many competitors' games fall behind in graphics, play control and overall quality. The Super NES looks the best, plays the best and just feels the best. Keep up the good work!

Jason Gerstorff
Louisville, KY

I believe that Super NES games are ten times more challenging than games for other systems and with the price of the Super NES getting lower...there's no comparison.

Jason N. Bruck
Marietta, NY



Yoshi stowed away in my suitcase as I headed back from a vacation in Disease Land. When I found him he was chewing on my new Nintendo Power. After I got it away from him I saw your Player's Pulse question. Yoshi and I both agree that the NES, Super NES and Game Boy are the best! We think it's because of the endless hours of challenge and fun. Yoshi loves the taste, although he says the Game Boy could use more oregano. I'll mail Yoshi back as soon as I find enough stamps.

Joe Rheaume
Madison, WI

CD ROM NEWS!

Just in case you hadn't heard, Nintendo has announced that its upcoming CD ROM system will feature a custom 32-bit co-processor. We are convinced that a 16-bit processor will not provide game players with significantly enhanced and unique video games. By offering enhanced processing power and speed, we are confident that our CD ROM, when coupled with a Super NES, will offer a truly superior game experience to cartridge-based games. Thank you for all of the letters asking questions about the CD ROM system. We'll keep you posted as more details are released about this exciting accessory!

Why aren't there any good games coming out for the NES now? I don't have a Super NES!

Stephen Tate
Albuquerque, NM

Well, Stephen, there are great games coming for the NES, Mega Man V, for example, but it does seem like a lot of game developers are concentrating their efforts on Super NES titles. However, developers know that they can't avoid the immense number of NES owners for too long. You can always look through the NES library again, Stephen. With over 500 NES games available, maybe there's a game you may have missed!

Which section in Nintendo Power would you eliminate to make room for YOUR monthly column? What would you call your new section and what would you put in it to make it irresistible for other readers and players? We'd like to know!

**NINTENDO POWER
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DRAGON WARRIOR III



RARE / BATTLETOADS

CONTEST WINNER

Eric Hince, from Chicago Ridge, IL, was selected as the winner of our Player's Poll contest from Volume 32. Last June, Eric, two of his family members, a friend and a Nintendo Power Editor jetted across the Atlantic ocean to jolly 'England to visit the Rare Soft offices and to see the British sights. Rare is operated by the Stamper brothers, Tim and Chris. Their company is responsible for programming the immensely popular Battletoads games. Eric got to see the Super NES version of Battletoads while it was still under construction. He also had an opportunity to meet with the developers and programmers and offer some suggestions on various aspects of the new BattleManiax game!



Eric, along with Chris (left), and Tim (right) Stamper look in the glow of the Rare offices and the new Super NES Battletoads game.

EDITOR'S CORNER

Just who are George and Rob, anyway? This is a question which I've been hearing from a great number of readers. Well, I'll tell you a bit about them. George Sinfeld is a Staff Editor for Nintendo Power and has been reviewing and writing about games since we started the magazine. He is a member of Nintendo's Game Evaluation squad. Rob Noel is a member of the Game Evaluation team as well and also fills the position of Assistant Trade Advertising Manager for Nintendo's Marketing Division. Both George and Rob play active roles in helping Nintendo produce the best games possible and they don't pull any punches in their New Playing column. Treat them!

Gail Tilden
Editor in Chief

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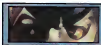
BATMANTM

RETURNS



THE BAT, THE CAT, THE PENGUIN

It may be winter in Gotham City, but things are about to heat up. While The Penguin hatches sinister plans, Catwoman lurks in the shadows and the Bat-Signal beams into the night, Konami's NES adaptation follows the movie story line in cinema scenes, but the real action lies in six knock down stages with the Dark Knight. A great variety of attacks includes Jump Kicks, Slides, and the Spinning Cape, plus the use of selected gadgets. It is more of a street fight than the original Sunsoft game, but the challenge remains. It is time for Batman to return.



STAGE 1: GOTHAM PLAZA

The Red Triangle Circus Gang bursts out of a giant gift box and the citizens are thrown into terror and confusion. Batman must take back the streets.



1-1 START

SMALL HEART

SMALL HEART

SMALL HEART



COMIN' AT YOU!

BATMAN RETURNS

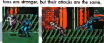
A. THIN CLOWN

The Thin Clowns are the most basic enemy in the game. Usually, they attack in groups of two or three. A few will deflect each other, but you must be ready to catch all with attacks from the "low end" below!



B. THIN CLOWNS 2

Most enemies, including Thin Clowns, come in a variety of colors. Sometimes the different colored foes are stronger, but their attacks are the same.



C. GUN CLOWN

Gun Clowns fire three shots in a row or a fan, but not continuously. Quickly approach and Punch these clowns offscreen before they get a shot off.



D. STILT WALKER

Left to their own usually show up as pairs. They have a main kick, but they don't use it often. It is easy to close in on them and knock them off their stilts using either a Punch or Jump Kick.



E. FAT CLOWN

Fat Clowns also appear in pairs. Usually, a third Fat Clown appears after one of the original pair is defeated. These only go off from one side of the screen. Watch out for their rolls and legs. A Jump Kick followed by a Punch is the best attack.



F. NINJA CLOWN

These sneaky little entertainers are no joke. The Ninja Clowns can bait you with a Kick or backkick. Use your Punch attack when you're close to land the Jump Kick or Stilt when you're further away. While you wait, make sure you can let these enemies hit Batman, but you should go after the guy or soon as he appears.



G. SKELETON BIKER

Skeleton Bikers try to run over Batman, sometimes singly and sometimes in pairs. These Jump Kick will knock the bike and fallers to the ground. Watch out for the fast Wheelies in the lower part of the screen. You'll have less time to attack or to get out of the way.



H. SHOOTING THUG

The Thug group of enemies is one of the most persistent in the game. Shooting Thugs fire straight into the air and right. Stay out of the line of the and drive in to Punch them.



I. FIRE BREATHER

The Breathers have two strong attacks: the Fire Breath and the Kick Fork. Always approach them on an angle to avoid being hit by a fire ball. When you're close, Jump Kick the Fire Breather and follow it with a Punch, then knock off to the far side of the screen to avoid the Kick Fork.



J. KNIFE THROWER

These allies are skilled with their swords, but predictable in their patterns of movement. Less than to the top of the screen, fire attack when they drive over with Batman.



K. THUG

Thugs always seem to work in teams. As many as three Thugs may close in on Batman at a time. Watch to the top or bottom. If the screen is red, the sides on which you can be attacked. If all three close in, Jump Kick away from them. Try to get to each Thug by himself before attacking.



L. ACROBAT

The Acrobat's attack consists of flying towards the screen or Batman. If you stand just beyond the sides where an Acrobat will land, you can Punch him when he comes down. Look for a spot in the middle of the screen.



SLIP AND SLIDE



The slide is longer than the ramp even when he wants to stop. If you have trouble slipping into enemies, use the Slide attack to charge right through them.

TO 1-2

1-2: TATOODED STRONGMAN

Batman's first major challenge is the Circus' Tattooed Strongman. He greets the Dark Knight by hurling a heavy barrel in his face. Dodge the barrel then move to the lower left corner. Use the Slide from just beyond arm's length to get close, then Punch continuously. You'll win a box that extends your Life Meter.



The safest way to win is to step in the left corner and keep Punching the Tattooed Man.



NES



STAGE 2: CATWOMAN

Catwoman may have had notions of teaming up with Batman, but now she is setting him up for the fall. Batman must race to the roof to try to save the Ice Princess.

2-1 START

BATARANG

SMALL HEART

SMALL HEART



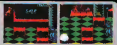
A | H | D | I | E | F | A | G | I

MAP KEY

- A. THIN CLOWN
- B. THIN CLOWNS 2
- C. GUN CLOWN
- D. STILT WALKER
- E. FAT CLOWN
- F. NINJA CLOWN
- G. SKELETON BIKER
- H. SHOOTING THUG
- I. FIRE BREATHER
- J. KNIFE THROWER
- K. THUG
- L. ACROBATS

TOY HELICOPTERS

On the second floor, Batman is bombed by three Toy Helicopters. Each has a large hole in the floor. Use the Grapple Hook to ground the helicopters permanently.



2-2B START



B | F



STAGE 3: THE ICE PRINCESS

Batman is looking high and low for the Ice Princess. You can eavesdrop on The Penguin if you sneak into the buildings, but if you don't climb through the correct window, you may be trapped in this stage forever.

3-1 START

B/BATARANG



A/D | J | A/K | J | G | I

3-1B START

I/BIG HEART



K/A | G/J

TO 3-2

BAT SLIDE

Cloves and Skeleton Bikers aren't your only problem on the rooftop. Gravity also works against Batman. As you fight, you'll slide ever closer to the edge of the roof. If you fall, you'll lose energy.



3-2



CAT'S EYES

Use the Grapping Hook to break the glass eyes of the cat statue in Sliem's Department Store. One of the eyes contains a Small Heart, and the other contains a special formula in a Test Tube that can be used against Catwoman.



BATMAN RETURNS

2-2 A START

SMALL HEART

TEST TUBE

TO 2-2

TO 2-2B



H

B

B

A/F

G

B

I

TO 2-3

INS AND OUTS

The stage becomes an endless loop unless you enter the correct window. Climb into Window 1 as indicated on the map. In the room, you may defeat some of the sad Triangle Circus Gory. When you exit, you'll leave through Window 3. Now you can reach the end.



K/BIG HEART

1

TO 3-1B

E

K/A

G/J

START

TO 3-3

E

G

I

K

2-3: CATWOMAN

Don't give Catwoman a chance to sink her claws into you. Use the Test Tube from the Cat's Eye to reduce half of her energy.



3-3: DOUBLE TROUBLE

Use the Batarangs you collected at the beginning of this stage to give the Swordsman four or five quick hits. Defeat the second Tatooed Man the same as the first.



WHO KILLED HER, BATMAN?

NES



STAGE 4: THE CIRCUS TRAIN

The Batmobile is in hot pursuit of the Circus Train while coming under attack from all sides. If you survive, the Circus itself is filled with enemies including the machine-gunning Organ Grinder.

4-1: THE BATMOBILE

Batman blazes after the Circus Train in the ballistic Batmobile. The game suddenly becomes a side-scrolling shooter. You can blast obstacles ahead of you with twin guns, or knock them off the road with an explosive Batdisk that takes the place of your Batarang for this area. You'll have to react quickly to dodge obstacles and pick up Hearts and Batdisks.



4-2 START

BIG HEART



L | I



STAGE 5: PENGUIN'S ARMY

Don't these clowns ever give up? Not with The Penguin in control. Batman has another tough street fight before tracking down The Penguin's remote control, which controls his feathered friends.



5-1 START

BATARANG



J/A | B | A | B | J



STAGE 6: THE PENGUIN

The final battle with The Penguin takes place in the Arctic World Pavilion where Batman slips headlong into danger on the icy ground. To get there, he'll have to race through the sewers in his flying machine.

6-1: TAKE FLIGHT

Batman takes to the sewers in his flying machine for some high speed, dodging action. The Penguin Army stands in the way, but there are lots of Hearts and Batarangs to collect.



SLIDE, DON'T SLIP

Whenever Batman takes a step, he'll slip forward out of control for two spaces. Instead, move using the Slide technique. You'll stop just like normal.



6-2 START

BIG HEART



A | K | H | E | D | G

BATMAN RETURNS

4-3: THE ORGAN GRINDER

The first lesson Bruce Wayne learned about fighting crime is to have a plentiful supply of Batarangs when facing an enemy boss like the Organ Grinder. After the whirling Batarang attack, use the Slide attack to get in close. It takes multiple hits before damage shows on the boss's energy meter.



Use your Batarangs against the Organ Grinder.

A/B/K

BIG HEART



TO 4-3

E/J/K

A

D | L | L | I

MAP KEY

- A. THIN CLOWN
- B. THIN CLOWNS 2
- C. GUN CLOWN
- D. STILT WALKER
- E. FAT CLOWN
- F. NINJA CLOWN
- G. SKELETON BIKER
- H. SHOOTING THUG
- I. FIRE BREATHER
- J. KNIFE THROWER
- K. THUG
- L. ACROBATS

A MESSAGE IN THE PARK

Criticism goes to the strip about The Penguin's HQ. It is from here that he controls his flock of bird-brained bombers. You'll have to battle your way past The Penguin's army.



5-2: DUCK VEHICLE

Save your Batarangs for use against this feather-fendered foe and throw them from the relative safety of the top left side of the screen. When the Duck Vehicle closes in, Punch it and jump over the green energy ball.

BATARANG



TO 5-2

L

K

B/K

A

L

H

K/A

J

G

6-3: THE PENGUIN

The Penguin, a.k.a. Oswald Cobblepot, may have forgiven his parents for abandoning him, but he'll never forgive Batman for foiling his plot. In the final battle, use the Grappling Hook when The Penguin flies overhead.



Get the best ending by playing through the game with one life.



BIG HEART



TO 6-3

J

L

I

L

I

A

NFS



JAMES BOND JR.



*Junior... James Bond Jr. explodes onto the NES scene with this exciting spy adventure from T*HQ. The sinister S.C.U.M. Lord has kidnapped the greatest scientific minds on Earth. As James, your assignment is to fly undercover to S.C.U.M. Lord's remote Caribbean island and save the scientists. In four dangerous missions, you'll dismantle the island's defenses, steal the blueprints for the S.C.U.M. Lord's weapon, destroy a secret munitions factory and free the scientists. Time is tight and your enemies are very crafty. You'll only succeed if you live up to your famous uncle's super spy reputation.*

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MISSION ONE



S.C.U.M. Lord's island is protected by five Missiles which will be activated in 45 minutes. Your first mission is to track down these devices and disable their weapons systems. This assignment requires quick reflexes and a keen mind. The only way to make the Missiles harmless is by cracking the codes for each Missile Computer.



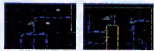
MISSILE COMPUTER



You'll disable the device by matching the computer grid to the picture. Enter the controller code to solve the puzzle. A, Left, A, Left, Left, A, Right.



UNDERWATER ACTION



Dangers of the deep are plentiful. You'll only survive by slipping on the Scuba Gear and swimming around the rocks and fish that fill this underwater passage.



MISSILE COMPUTER

The controller code solution for this Missile is B, Up, Right, Right, B, B, Down, Down, A, A, Left.



TOP SECRET SPY GEAR

**JAMES
BOND JR**



AMMUNITION BOX

Grab this package to max out your bullet count at 99.



LARGE HAMBURGER

Chew down on this snack and bring back those health water units.



SMALL HAMBURGER

This bite-sized Power-Up will replenish a single unit of health.



BOMB

By securing this device, you'll have 99 Bomb-tossing opportunities.



NUKE BOMB

A powerful Nuke Bomb destroys all enemies in the immediate vicinity.



FLARE

A flash of light from a Flare stuns enemies who aren't prepared.



JET PAC

Strap on this high-tech item and soar to new heights.



SCUBA GEAR

This is a must-have item for underwater exploration.



SHIELD

When the Shield is activated, you'll be protected with temporary invulnerability.



JAMES' HEAD

Grab the master spy's likeness to earn an extra life in reserve.



CLOCK

You'll buy more time for mission completion by collecting this item.



DIAMOND

Pick up precious stones to improve your super spy score.

MISSILE COMPUTER

Another Missile is about to launch. Use your keen spy mind to figure out the puzzle on your own and turn off the power.



EXIT



Once all of the Missiles are disarmed and a pair of barrels have been destroyed, you can escape.

MISSILE COMPUTER



The final Missile is protected by a very tricky computer puzzle. Show your smarts and knock it out of commission.

LONG JUMP



Your intense physical training will pay off as you jump from one break-away block to another in the section of the maze.

MISSILE COMPUTER

An underwater passage leads to this device. Swim through with Scuba Gear, then run to the computer and disable the explosion.



NES

MISSION TWO

Now that the island's defenses are destroyed, you can get down to stopping the construction of the World Domination Device. Six blueprints are locked away in

SCUM Lord's office. Find the safes in the office and steal their contents before your cover is blown. You have 25 minutes to carry out this mission.

START



A



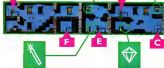
IN AND OUT



The corridors of the office are connected with doorways. Open the doors by pressing Up and Down on the Control Pad.



A



MISSION THREE

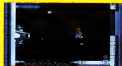
The blueprints are in safe hands, but parts for the World Domination Device remain. Your third mission is to infiltrate the munitions factory and destroy the device parts in the factory's hidden machine rooms. You have 35 minutes to find all six of the rooms and to blast the parts inside.

FALL AND DESTROY

A narrow hole in this passage leads to another machine room. Drop into the area and blast the device on the machine room wall.



SECRET MACHINE ROOM



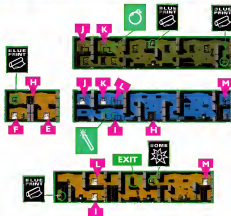
You can blast your way into a hard-to-find machine room by placing a Bomb on the floor in the designated area on the map. Destroy the machines in the room, then move on.



START



JAMES BOND JR



THE RIGHT COMBINATION

There are four digits to each safe combination. You have nine chances to find the right set of numbers. Try one set, then change the digits that don't match and try again. The odds are that you'll crack each combination after one or two attempts.



Six of the nine safes in S.C.U.M. Level's office control room.

Three of them contain bombs. Watch out!



MISSILE ATTACK



The best way to knock out the Missiles that soar through this dangerous area is by using powerful Nike Bombs.

TWO UP



A pair of 1-Ups float in mid-air in this section. Use the Jet Pac to remove them.



EXIT



After all six machine rooms are destroyed, you'll be able to escape through this door.



MISSION FOUR

Now that the World Domination Device is a thing of the past, all that remains to do is save the scientists from their captivity and make S.C.U.M. Lord pay for his crimes.



S.C.U.M. LORD LIVES

You may save the scientists, but you won't capture S.C.U.M. Lord the first time through your four missions. Fly through the missions again and go after the man in charge.



NES

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TECMO™ NBA BASKETBALL

When it comes to basketball, the NBA is where the hottest action is. Now Tecmo has packaged that action in Tecmo's NBA Basketball for the NES. This Pick has it all: real teams and real rosters from the '91-'92 season, season schedules, playoffs, the All-Star game, stats, two-player options, Playbooks, and fast-breaking action on the court. You can customize seasons, play short seasons, coach multiple teams, save seasons with the Battery Pak, or let the computer do it all. On the

court, you'll control the ball handler and designate players to take passes. Shooting control is very natural, but playing defense takes great timing and a little bit of luck. There are two major drawbacks to this game: difficulty in seeing who has the ball and flicking characters when all ten players are on one half of the court. In the best of the game, though, these flaws are easy to forget. When it comes to NES basketball, this is where the action is.

THE DREAM SEASON

It's game one of a grueling 82-game regular season schedule and you begin to wonder what it will take to go all the way and reach the NBA finals. For the long haul you must master the following subjects: your opponents, your own team, play calling and substitutions. Basketball is as much a game of the mind as it is a physical contest, so you must be prepared mentally. Knowledge wins games!

KNOW YOUR OPPONENTS

If you know the strengths of your opponents, you can prepare a game plan designed to shut them down. Never go into a game cold. Read the team descriptions in the game manual, then check the NBA Leaders and Team Data screens to get the scoop on individual players.



Check the NBA Leaders screen to prepare for your opponents in the All-Star game.

KNOW YOUR OWN TEAM

Study the Player Data screen to learn each player's strengths. Besides giving scoring stats, the screen displays running speed, jumping ability, stealing and blocking proficiency, shooting range and stamina. Use this information during the game to get your best player into position.



Individual stats show if a player is a great shooter and much more.



The Leader screen shows if a player is among the best in seven categories.



BASKETBALL™



KNOW YOUR PLAYS

You have a set of four plays available to you during the game, but you can create different sets of plays using the Playbook, which contains eight plays in all. Each play can be called by pushing the Start Button and a direction on the Controller. If you know which plays are available, you can call up the correct play for any given situation.



This play allows you to post man to become free from coverage for a short time. Make sure the ball handler is a good outside shot.



The Double Low lines up one side of the Key, but you should be careful of clearing a Charging foul while setting it up.



If you want to clear a lane through the Key for a quick lay-up, this is the play to use. Again, don't draw the Charge.



Use this play to feed the ball into the player at the foot of the Key for an easy jump shot. Make sure you pass to a good shooter.



This is the classic play that gets the ball under the basket for a dunk or easy lay-in. Look to the man crossing under the hoop.



This play develops through the middle. You can pass off to the High post or low post to set up high percentage shots.



Try to use this play exactly as it is drawn out. Getting the pick to free up the ball handler is the key to success.



Pass the ball outside then pass it back inside to the player who makes the cut toward the middle. This play takes excellent timing.

USE YOUR BENCH

Be prepared to substitute players when necessary. If a player's condition drops below Excellent, you'll want to consider substituting a new player. There are also times when you need an extra Guard to take the long shot or a Power Forward for added rebounding strength.



The Substitution screen shows the current lineup and the bench. You can switch any current player for any reserved player on the bench.

Check the condition of your players on the lineup substitution screen and make substitutions when necessary.



NES

MASTER THE OFFENSE

High Scoring is the name of the game in the NBA. Areas of skill include dribbling, passing, shooting, and calling plays. You also have to play smart and take advantage of situations as they develop. Quickness is your biggest asset, because opportunities last only for a second. Vision is also important. Since it can be difficult to follow the ball, look at the indicators above the ball players to see where the ball is and to whom you can pass it.



BALL HANDLING

KEEP MOVING

Computer controlled defenders are always looking to steal the ball. As long as you are moving, they won't be able to make a steal. Never stop for more than a second or two.



PLAY THE ANGLES

You'll be sure to draw a Charging foul if you move straight ahead when a defender is guarding the ball handler. Instead, move at a 45° angle across the court.



PASSING

FORWARD LOOKING

Always look down court for an open player or the Pass Arrow. The quicker you get the ball down the court, the better your chance to make a quick pass. Go for the fast break!



SHOOTING

THE RELEASE

Timing is critical for accurate shooting. Release the A Button to shoot the ball when you reach the top of the jump. If you release the A Button too soon, the shot will fall.



PLAY THE PERCENTAGES

The shooting skill of your player is a big factor, but in general, the closer you are to the basket, the more likely you are to score. The wider shot is the don't do it!



Inside shots are easier!



Outside shots are to be risky.

THE FAST BREAK

Look for the fast break after a defensive rebound. A quick pass down court can result in an unopposed fast break score. Chances are great that the player who catches the pass will be wide open. The result is often a slam dunk or easy lay up.



CALLING PLAYS

When the ball is down court, call a play and your team will set up. They'll stay set up for about five seconds, then break into the standard spread formation. Follow the passing and movement patterns of each play as illustrated in the Playbook.



Study the play diagrams.



The team sets up a play.



DEFENSE RULES

TECMO
NBA
BASKETBALL

Defense is the key to winning, but to stop the other team from scoring, you must have a strategy. The best method is to keep control of a quick player under the basket. This player can be moved out to challenge any offensive player trying to make a move into the middle, and you'll usually have double coverage.



COVER YOUR MAN

Always move your defensive player in the ball when it comes close to the basket. Try to steal the ball or block the shot.



If an offensive player challenges you in the middle, your teammates will double team him. Force them to shoot from outside.

BLOCK SHOTS

Timing is everything when you try to block a shot. Position yourself in front of the ball holder, so close so you can get without fouling him, then jump as soon as he takes the jump shot.



If you are quick enough, you'll block the shot or spot her one.

FOLLOWING THE BALL

Since the ball is difficult to see, watch the numbers and arrows that indicate where it is currently and where it may be passed next and don't blink.



STEALS

Position yourself in front of the ball holder and push the A button since if you push twice, and steal the ball, you'll accidentally shoot it.



You can also fool the offensive player if you move into him. Hold your position.

LIFE IN THE NBA

REGULAR SEASON

The regular season consists of 82 games for each team. The entire schedule is listed with your team's games highlighted. If you prefer to play a shortened season, you have two options: a season of 41 games or 26 games.

NBA SCHEDULE		NBA SCHEDULE	
DATE	OPPONENT	DATE	OPPONENT
JUN 14	ATLANTA	JUN 14	ATLANTA
JUN 15	ATLANTA	JUN 15	ATLANTA
JUN 16	ATLANTA	JUN 16	ATLANTA
JUN 17	ATLANTA	JUN 17	ATLANTA
JUN 18	ATLANTA	JUN 18	ATLANTA
JUN 19	ATLANTA	JUN 19	ATLANTA
JUN 20	ATLANTA	JUN 20	ATLANTA
JUN 21	ATLANTA	JUN 21	ATLANTA
JUN 22	ATLANTA	JUN 22	ATLANTA
JUN 23	ATLANTA	JUN 23	ATLANTA
JUN 24	ATLANTA	JUN 24	ATLANTA
JUN 25	ATLANTA	JUN 25	ATLANTA
JUN 26	ATLANTA	JUN 26	ATLANTA
JUN 27	ATLANTA	JUN 27	ATLANTA
JUN 28	ATLANTA	JUN 28	ATLANTA
JUN 29	ATLANTA	JUN 29	ATLANTA
JUN 30	ATLANTA	JUN 30	ATLANTA
JUN 31	ATLANTA	JUN 31	ATLANTA
JUL 1	ATLANTA	JUL 1	ATLANTA
JUL 2	ATLANTA	JUL 2	ATLANTA
JUL 3	ATLANTA	JUL 3	ATLANTA
JUL 4	ATLANTA	JUL 4	ATLANTA
JUL 5	ATLANTA	JUL 5	ATLANTA
JUL 6	ATLANTA	JUL 6	ATLANTA
JUL 7	ATLANTA	JUL 7	ATLANTA
JUL 8	ATLANTA	JUL 8	ATLANTA
JUL 9	ATLANTA	JUL 9	ATLANTA
JUL 10	ATLANTA	JUL 10	ATLANTA
JUL 11	ATLANTA	JUL 11	ATLANTA
JUL 12	ATLANTA	JUL 12	ATLANTA
JUL 13	ATLANTA	JUL 13	ATLANTA
JUL 14	ATLANTA	JUL 14	ATLANTA
JUL 15	ATLANTA	JUL 15	ATLANTA
JUL 16	ATLANTA	JUL 16	ATLANTA
JUL 17	ATLANTA	JUL 17	ATLANTA
JUL 18	ATLANTA	JUL 18	ATLANTA
JUL 19	ATLANTA	JUL 19	ATLANTA
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JUL 28	ATLANTA	JUL 28	ATLANTA
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JUL 30	ATLANTA	JUL 30	ATLANTA
JUL 31	ATLANTA	JUL 31	ATLANTA
AUG 1	ATLANTA	AUG 1	ATLANTA
AUG 2	ATLANTA	AUG 2	ATLANTA
AUG 3	ATLANTA	AUG 3	ATLANTA
AUG 4	ATLANTA	AUG 4	ATLANTA
AUG 5	ATLANTA	AUG 5	ATLANTA
AUG 6	ATLANTA	AUG 6	ATLANTA
AUG 7	ATLANTA	AUG 7	ATLANTA
AUG 8	ATLANTA	AUG 8	ATLANTA
AUG 9	ATLANTA	AUG 9	ATLANTA
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AUG 15	ATLANTA	AUG 15	ATLANTA
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AUG 27	ATLANTA	AUG 27	ATLANTA
AUG 28	ATLANTA	AUG 28	ATLANTA
AUG 29	ATLANTA	AUG 29	ATLANTA
AUG 30	ATLANTA	AUG 30	ATLANTA
AUG 31	ATLANTA	AUG 31	ATLANTA

PLAYOFFS

You can reach the Playoffs either by completing a regular season schedule with one of the top eight records in your conference, or by programming a Manual team with a great record and skipping through the season.



TECMO NBA BASKETBALL

CAESARS

LOTS OF LUCK IN LAS

Video gamblers ore in luck! Virgin Games is introducing the NES version of its popular Game Boy gambler, *Caesars Palace*. Now you can saunter through the colorful casino known as one of the best in Los Vegas and bet on any one of the palace standards, from Slot Machines to Roulette. You arrive in a taxi; what you leave in depends on what you do with your \$1,000 bankroll. Lasers pile onto a tour bus, but the really big winners leave by limo. Odds ore that if you like the thrill of gambling but not the risk of losing your own hard-earned dough, you'll catch the gambling fever at NES Coesors Palace.

1 LOST WAGES

Will you leave in a limo or join other losers on the first bus out of town? The Cashier dutifully does out your \$1,000 and wishes you luck. You'll need them both.



2 TIME & TEMP

It's 8 a.m. when you first walk through the doors at Caesars Palace. You can exit at any time to check the temperature and see how long you've been playing.



3 LUCK OF THE DRAW

Video Poker is the name, five-card draw is the game. It's a good place to start if you're a shrewd poker player. A pair, jacks or better, wins back

what you bet, but the odds get better fast. Odds on the Royal Flush, the best hand possible, are 250-1.



PALACE™

CAESARS
PALACE

VEGAS

1. Cashier
2. Front Doors
3. Slot Machines
4. Video Poker Machines
5. Black Jack Tables
6. Big Six Money Wheel
7. Roulette Wheels



4

LOTS O' SLOTS

In the rows of Slots, you'll find \$1, \$5, \$25, \$100 and \$500 machines. Riches of Rome and Magnificent 7 are three-line slots, Fountains of Fortune is four-line. If you drop one coin into the three-line types, the center line pays off. Drop one or two more to make the other lines pay, too.



5

BLACK JACK

If you can count to 21, you can win at Black Jack. At the tables in Caesar's Palace, you can Double Down if your first two cards total 10 or 11, Split if you're dealt a pair, and buy insurance if the Dealer shows an Ace.



6

SPIN THE WHEEL

With patience and a little luck, you can make big money on the Big Six Money Wheel. Odds are best (40-1) on the "Cleo" and "Caesar" spaces, but you're more likely to win betting 1 or 2, the most common spaces on the wheel.



7

ROULETTE

Each of the red or black numbered spaces on the wheel is a potential landing site for the rolling ball. For the biggest—but rarest—payout, bet on one number. Improve your odds. Place your bet on the intersection of four numbers.



NES

CLASSIFIED INFORMATION



■ FROM AGENT #321

Difficulty Indicator

The last digit of the score in *Space Megaforce* is usually a "0" because all of the score values are multiples of ten. You can change that, and use the last digit as an indicator of dangers to come, by entering a quick code on the title screen. Press the Select Button twice and hold it. The cursor should be pointing to the Options entry. Then press the Start Button to enter the Options screen. This slight maneuver will cause a change in the game. When you exit the Options screen and begin the game, the last digit of the score will be "0" as always. When you get into trickier territory, the digit will change, indicating the level of danger in the area ahead. A "0" signifies the easiest areas and a "7" marks the most difficult areas.



Hold Select as the cursor points to "Options." Then press Start.

The code will be complete when you enter the Options screen.



Begin your mission and keep an eye on the last digit of your score.



When you fly into more difficult areas, the last digit will change.

Quick Reset

If you're far from the Control Deck and you'd like to reset your game mission without walking across the room, you can enter a quick code instead. Press the L, R, Start and Select Buttons simultaneously to start from square one.



■ FROM AGENT #817

No Brainer

Last issue we discussed an area in Stage Three of this soon-to-be-combat-classic where you can stand still and fire your weapon endlessly to earn points and 1-Ups without effort. Our agents have found two other places where this type of technique works, and they're both in Stage One. You'll find a futuristic vehicle just past the mission starting point. Instead of blasting apart this cool car, you can jump over it and use it to shield your fighter from attacks on the left side. Keep firing to the right and let the enemies run into your blasts. You'll earn enough points for a 1-Up every few minutes. If you leave this safe point and battle on, you'll eventually earn Homing Missiles. Take them to the next high platform, out of the way of the activity on the ground, and use them to blast all of the enemies that come within range.



Stand on the right side of this car and blast enemies as they approach. You'll get 'em every time.



Find Homing Missiles in Stage One and climb to the top of the next high platform for easy blasting.

It will take quite some time to build a large number of 1-Ups using this technique. In situations such as this, you can wrap a rubber band around the controller so that there is constant pressure on the Y Button. Then, you'll be free to walk away and let your fighter rack up the points on his own. In the highest difficulty mode, you should be able to build up the maximum of 29 fighters in reserve in a few hours. If you leave the game on for a long time, remember to turn your monitor off so a static image won't burn in to it.



■ FROM AGENT #617

Secret Zones

Our agents have uncovered a total of eight Power-Up-filled secret zones in four of Phalanx's stages. By piloting your ship into the designated areas, you can warp to these areas and pick up a few special items.

STAGE TWO



Fly up into the designated mechanism to warp into the first secret zone.



After you beat the real stageless, you'll find this hatch to another zone.

STAGE THREE



You'll find this secret zone entrance near the beginning of the Big Cave.



There's another zone entrance about one-third of the way through the zone.

STAGE FOUR



Fly into this second big ship after the mid-stage boss to enter a secret zone.



Shortly after the first zone of this stage, you'll find another zone entrance.

STAGE EIGHT



Not far into the final stage, you'll find a hidden hatch at the top of the screen.



The last secret zone entrance is on the ground in the second half of this stage.



You'll often encounter large enemies in the secret zones. When you defeat these huge machines, they'll blow apart and leave Power-Ups behind.



■ FROM AGENT #126

Stock up on 1-Ups

Just before you reach the end of the "Land of the Sandpeople" in this action epic, you'll encounter the second long expanse of the stage, with only floating rocks to bridge the gap. There's a 1-Up chamber nearby. Steep off the cliff and work your way toward the wall as you fall. You'll land on a ledge which leads to a small cave. Jump onto the rock in the cave and fire at the cave walls. Random blasting will make several 1-Ups appear. Collect them, then drop off the ledge again or let the falling rocks knock out your energy. You'll lose one of your lives in reserve and begin again at the top of the cliff. At this point, you can either cross the gap and complete the stage or drop off the cliff again and earn more 1-Ups. You should be able to earn an average of five 1-Ups everytime you perform this manner. This will ready you for the awesome challenges ahead.



Steep off this "Land of the Sandpeople" cliff and work your way to the left in reserve.



You'll land on a small ledge which leads to a cave carved in the side of the cliff.



Enter the area and fire your blaster around the room to make several 1-Ups appear.



Collect the 1-Ups and jump off the ledge. You can then move on or go for more 1-Ups.

CLASSIFIED INFORMATION

The Addams Family

■ FROM AGENT #111

1-Up Room

After you've lost all of your lives in reserve while attempting to save the Addams Family, you can earn more lives by stepping into a hidden room. There are two doors on the Game Over screen. Walk off the left edge of the screen before you open either of them and you'll end up in a hidden area that contains four floating 1-Ups. Collect these valuable items and return to the previous screen. Open the "Continue" door and move on with four additional lives in reserve.



Ignore the doors and walk off the left edge of this screen.



Collect these hidden 1-Ups, then return to the adventure.

SMARTBALL

■ FROM AGENT #932

Stage Select

If you're ready for a real challenge in this humorous action game, you can skip to advanced stages in an instant by keying in a title screen code. As the "Push Start Button" message flashes, press the controller buttons and the direction keys on the Control Pad in the following order: Up, Up, Down, Down, Left, Right, Left, Right, Select. Your character will drop into the "1-A Star" frame. You can move him up to as high as the "4-A Star" frame by pressing Right on the Control Pad. Press Start to begin.



On the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, Select and Start.



Move your character along the scrollable stage layout to the desired starting point.

TRAK & FIELD

■ FROM AGENT #992

Odd Occurrences

Strange things happen in three of this game's events when you make the right moves. In the Hammer Throw competition you can knock a U.F.O. out of the sky if your hammer goes out of the stadium. Let go of the hammer when you reach maximum power and the toss is at an 80-degree angle. The hammer will fly up and a visiting spacecraft will come down. The Triple Jump is another sight for odd events. If you land a couple of yards short of the pit, a frog will pop out of the hole in the runway. In Anchovy, something else occurs when you come up short. If your arrow hits the ground between the 40 and 50-yard lines in the 70-yard shot, flowers will poke out of the ground to commemorate the event.



Build your power to maximum and release the hammer at 80 degrees.



Your high and powerful toss will knock a visiting ship to the ground.



You'll cause a runaway substance to pop out when you land just short of the pit.



Flowers will burst from the ground if your arrow lands at the right spot.

STAR WARS

■ FROM AGENT #111

Free Warp

While you're guiding the Enterprise through asteroid fields and giant space amoebas, you will occasionally come across warp zones which send your ship blasting forward if you catch them in time. Our agents have discovered a way to warp once per stage without hitting a warp zone. Press and hold the Select Button and press Left on the Control Pad. Your ship will accelerate and quickly escape its present danger. This is a particularly good maneuver to save for when your ship is being pulled down by a planetary gravity.



Avoid Danger using Warp Codes.



Accelerate out of danger.



■ FROM AGENT #092 A Second Chance

There are no automatic chances to continue in this challenging NES version of T2, but there is a hidden Continue Symbol in the game's second stage. This stage is a chase scene through the city's dry canals. After you blast your way through the fourth door, look for a wrecked truck on the left side. Fire on this vehicle twice as you race towards it. A symbol that reads "GAME T2" will appear. Collect this curious item and continue to race to the end of the stage.



Fire on this vehicle twice after you race through the fourth door.



Collect the symbol that pops out of the truck and keep moving.



Wait for a few seconds after your last fighter is gone and the "Game Over" message appears.



The Terminator will have a chance to get back into the action with this one-time Continue.



■ FROM AGENT #021 Take Control

If you'd like to get the upper hand on your computer-controlled opponents, you can take the control away from the computer for a short time and make your opponents do anything that you desire, like give away any or all of their properties. Before you roll the dice, press and hold the Start Button, then press the Select Button. The computer will ask "To whom am I speaking?" Move the cursor to the name of the player that you would like to control and press the A Button. When the player's individual control screen appears, move the cursor to the Game Control option and press the A Button again. This will allow you to make your opponent into a human-controlled character. Once that is done, select the Properties option of your opponent's control screen and set up a deal where your opponent gives you whatever you want for nothing in return. After the deal, you can turn your opponent into a computer-controlled player again and get on with the game.



After you hold Start and press Select to call up this screen, move the cursor to your opponent's name and press.



You can change your opponent into a human-controlled player by selecting Game Control on this.



Set up a trade between these two human-controlled characters and make the deal as lopsided as you want.



After the deal goes down, you can turn your opponent into a computer-controlled character again and keep playing.

WANTED: SPECIAL AGENTS

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own agent Number (3 digits) and be sure to include it with your tips.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733



I NEVER
EXPECTED YOU TO
REAPPEAR AGAIN, OR
TO LOOK DOWN UPON
ME BATTERED BOY.

WAT YOU
FOOLISH GIBBY AND
BURN BOY!

I WILL, BECAUSE YOU
AND I AM THE STRONG
TO FIGHT WITH POWER
AND HAVE PROVED
OURSELVES

2002
2001



THE LEGEND OF
ZELDA
THE FINAL TRIUMPH

THE FINAL RATTLE

BY
DUSTY LINDORFF



AAAAH!!



IS THAT THE BEST YOU CAN DO, NERDHEAD?



I SHALL FINISH YOU OFF WITH MY BEST BLOW!

AARRRGH!

LINK!

HOW MANY TIMES
WILL YOU EVER
NEED TO GO WITH
THIS BOY
THROUGHT?

YOU
WILL GET YOUR
CHANCE TO FIGHT
ME AFTER I WILL
BEH THE
WORLD...



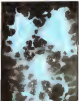
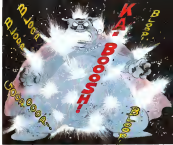






HAH!

IT WAS THE
SHOONED
ARROW



WELCOME,
LAD!

I AM THE
EMERALD OF THE
EMPOWERED

THE EMERALD WILL
BRING THE WISDOM OF
THE PASTOR WHO
FOUNDED IT

GOOD MORNING
AND WELCOME
UPON THE BRIDGE

AND EVER
WILL BRING UP
THE WISDOM
ALL ARE
GIVEN IN
PERFECT
CLARITY

YOU
WILL FOREVER
REMEMBER
CLARITY

THE EMERALD
IS THE ONE
A NEW BRIDGE

THE GOLDEN
POWER IS IN
YOUR HANDS

-SPEECH BY
WISDOM
IN YOUR HEART







WORLD
MY
NOMELANDY

YOU HAVE
TO GET
BACK!



LINK...



UNCLE!

FATHER!
MOTHER!

YOU HAVE
TO GET
BACK,
LINK...



IN THE APPROACHING DARK
OF THEIR FURTHER JOURNEY
DARKNESS REIGNED ALL OF
THEY, DARKNESS IN THE
DARK WORLD!

THE
MAGICAL
ACCOMPLISH
MENT WAS
LONGER AND
DIFFICULT
THAN



IT WAS NOT
ONLY IT WAS
BORN FROM THE
MIND OF THE
BEST QUALITY OF
MATERIALS AND
WAS NOT THE
EASIEST TO

LET THE
MAGICAL
ACCOMPLISH
MENT WAS
LONGER AND
DIFFICULT
THAN



FOLLOWING JOURNALS OF THE
MAGICAL WORLD WERE
RECORDED BY THE
BEST QUALITY OF
MATERIALS AND
WAS NOT THE
EASIEST TO
RECORD.



LUCKY WAS ASSIGNED AS MASTER OF THE UNIVERSITY OF AVALON BY THE GREAT FORTUNEWEAVE SPELL BELOW



IT'S BEING SAID IN



WAS BEING SAID

THE FIGHTING LINE
BEYOND AS WELL
DO APPROX
WAS I WAS IN
SARAH'S
CLOTHING...

BUT NOW
THAT WE ARE
BOTH FREE,
AND AT
PEACE



YOU WERE SO
INSTANT, CARRYING THE
EMPOWER

I AM
ALONE...



AS LONG AS I LIVE, I
SHALL NEVER FORGET THE TIME
WHEN WE WERE TOGETHER
IN OUR DREAMS



UPON THE CORNERSTONE, THE LEGENDARY
HEAVEN SWORD WAS BATTING IN THE DEPTH
OF THE LOST BEYOND, WAITING FOR THE TIME
WHEN (MIGHTY JOHN) SPALLS SHOULD
WANTED TO CALL A HERO TO ARISE



About The Comics

The stories in this book were originally published in *Starburst* pulp magazine. The first of 13 parts appeared in January 1962, Volume 28, and the series ran through December 1962. Although the story format follows the plot of the Lucy Richardson System, parts 1 and 2 appear in *Comic & Novelization Post*, whereas parts 3 and 4 appear in *Post*. The remaining 9 parts and 4 chapters were added to preserve the elements of subject and text in the dramatic form.

The chapters of the stories, which are part of Volume 1, were written nearly 40 years ago. It has entered my mind for the first time to see these pages published again in 20 years. I would like to thank *Comic & Novelization Post* for their interest in "The" *Starburst* series.



Nintendo



SUPER MARIO LAND²

6 Golden Coins™

Big, bad Wario, a sinister Mario wannabe, has seized control of Mario Land during our hero's absence. Now that Mario is back, he has to chase Wario out of the castle or lose it forever. The six zones of Mario

Land hold the magical Golden Coins, which act as a key to Mario Castle. It's up to you and Mario to explore the zones, collect the Coins and march on to the Castle to send Wario packing.



MARIO
LAND

GATEWAY TO ADVENTURE

The first Koopa-crushing stage of the game serves as an entrance to Mario Land and a place to practice your running, jumping and stomping skills. Coins, Power-Ups and 1-Ups are abundant.

Here's where it all begins, fellow adventurers. Take your time in this opening stage and get acquainted with the basic moves.

Your Pal, Mario

SPECIAL ITEMS

Hit the two blocks in the center of this line-up. You'll uncover a 1-Up Heart and a Star which will make you temporarily invincible.



POWER-UPS A PLENTY

It pays to hit "?" Blocks. In addition to finding Coins in the blocks, you'll uncover a ton of valuable Power-Ups. They include Mushrooms for Super Mario size, Fire Flowers for a Fireball attack and Carrots for the ability to fly with wing-like Bunny Ears.



RAGS TO RICHES

There are Coins in every corner of every Mario Land stage. Collect this loose change and take it to the Slot Machines near the entrance of the land for a chance to win valuable items. The more you invest, the more you stand to win.



1-UP COLLECTION

You can earn extra Marios in the stage between the Tree Zone and the Space Zone Entrance. Jump up to the left of the unmarked block. A Star will appear, granting you 15 seconds of invincibility. When you plow through the Goomba in this state, you'll earn 1-Up.



Grab the Star and run into enemies to earn 1-Ups.



MACRO ZONE SEE PAGE 47

PUMPKIN ZONE SEE PAGE 50

SPACE ZONE

SEE PAGE 51

MARIO CASTLE

SEE PAGE 51

SLOT MACHINES

START

MARIO ZONE SEE PAGE 48

TREE ZONE SEE PAGE 46

TURTLE ZONE SEE PAGE 49



BONUS BELL

You'll find a big Bell above every stage Goal. If you can reach the Bell and ring it, you'll enter one of two special bonus-filled areas. The areas offer a chance to earn either a Power-Up or an extra life Heart.



Find your way to the Bell above the stage Goal.



When the Bell rings, you'll enter a special bonus area where you can earn Power-Ups and 1-Ups.

MID-POINT MARK

By ringing the mid-point Bell, you can record your position in the stage. If you bite the dust after ringing the Bell, you'll start over at the mid-point. If you complete the stage and re-enter, though, you'll start again at the beginning of the stage.



Hit the Bell to celebrate clearing the first half of the stage.

STAGE'S END

In order to clear each stage, you must make your way to the Goal. A few stages have two exits, but most have only one, and it is always clearly marked.



BEGIN YOUR SEARCH FOR THE GOLDEN COINS!

GAME BOY



MARIO LAND TREE ZONE

The five-stage Tree Zone begins in the roots of the giant Mario Land Tree and ends at the top. You'll encounter a big cast of creepy, crawly tree inhabitants and a whole lot of sap.



Jump up to reveal the Hidden Star near the beginning of the stage.



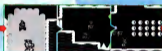
This cloud formation points to a bonus in the sky.



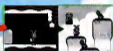
Hidden Blocks lead to a cache of Coins at the end of the stage. Jump up to make them appear.



The tree stump is thick enough to hold you for a few seconds.



A sap-filled hole in the middle of the stage leads to a Koopa, a Upp and several Floating Coins.



A Koopa-filled nest area is within your reach if you love Busy Bats.



This honeycomb stage is crawling with critters like Gribbles and Bees.



The high concentration of Blocks below the surface contain Coins and Power-Ups.



A hidden block near the Goal will allow you to reach the Ball.



High flying adventures in the treetops requires good balance.



Take the high red and ring the Ball at the end of the stage.



Hop onto a floating platform and continue your Tree Zone ascent.



Flying Goombas will become crawling Goombas if you sleep them.



Hit the big Bird at the end of the stage five times to obtain the Golden Coin.





MARIO
LAND



SUPER MARIO LAND 2
6 GOLDEN COINS

MACROZONE

As Mico Mario, you'll fight through the Macro Zone with fiery fury. The insects may be as big as you are, but you can still squash them under your shoes.



A



Ants can lose sleep to heavy
tees that sink weight.

Use
Piranhas to
get to the
underground
chamber,
then collect
three 1-Up.



B
Be careful! Piranha Plants pop
out of pots.



You should feel at home in this
big house's plumbing.



Jump up to make hidden blocks appear near the
goal and climb up to a long Coin line-up.



C
Piranha Plants and Goombas
rule for tradi-
tional Mario
territory here.

Hidden blocks
will allow you to
reach several
Coins in this area.



If you've got a feather
in your cap, you
can break into this
area with Piranhas.



D
The Macro
Zone attic is
pecked with
huge books.

Jump from the
moving walk-
way before
you hit the
spike.

Look under
books for
Coins-a
plenty.

This little char-
acter steals 1-
Up Hearts.
Chase it down.



Field A run runs through the last room of the zone.



This warrior climbs to the ceiling, then drops
the ready for a



When the rat
is hatched, you'll
have another
of the six
Golden Coins.

Jump back and forth
to reach the top of
the area and clear
the stage.



GAME BOY



MARIO ZONE

Holy mechanical Mario! The Mario Zone takes place in a giant robotic version of the fighting plumber. Work your way to this mechano-d's brain and steer clear of moving parts.



A Leap from one gear to the next and watch for sharp objects.



Grab a Coin before you attempt to ring the mid-stage bell.



The mechanical Mario has a few loose screws.



B Bomb-spitting enemies cause havoc here. Jump out of the way.



Find a Pipe that leads to the underground. Then get up and grab a Heart.



Choose the Power Up you need and jump up to it. Don't be greedy—you can grab only one.



Knock the Bear off its tail and ride over the spikes.



C Run from the Jack-in-the-Boxes that pop out of blocks.



You can avoid the ground spikes by riding balls on chains.



Duck to avoid the sharp sawblade and hit the block for a Fire Flower.



The teacher-ol' Mano's brain is made up of great building blocks.



These big Pigs keep their feet hanging in the Mario Zone. Unlike the them, each three times to be victorious.



If you can run Fireballs, you can break through to the T-Up here.



Get a life from a Mario Zone coin over the spikes.



Bullet bills pop out from all directions. Jump to avoid them.



You'll find a level of hidden Coins if you have Swoopy Eyes.



MARIO LAND 2
6 GOLDEN COINS

TURTLE ZONE

The giant tortoise of the Turtle Zone grabs intruders and takes them down to three deep stages. You'll have to be a good swimmer in order to see your way through this underwater adventure.



There are no Frog Suits to help you in this water world.

Hit Blocks to earn a Heart and a Star.

Swim under the Goop to grab one more 1-Up.



Sharks cannot be stopped. Swim around them... carefully.

This place is a red maze. Consult the map for guidance.

Some sections are treacherous. Take your time.



You'll swim right into the belly of a whale!



Shiny points of the whale allow you to avoid touching the spikes below.

The whale takes its plenty of water. Swim through it to safety.



The whale's attack force is led by a giant octopus. Hit it on the head as it swims toward you.

Swim over one completely drained one marked with a wavy-line flag.

GAME BOY



MARIO LAMP PUMPKIN ZONE

The creepy four-stage Pumpkin Zone is filled with ghosts and ghoulish creatures. You'll have to scare up a spook-stomping plan in order to make your way to the zone's well-guarded Golden Coin.



A



Welcome to the dark and challenging Pumpkin Zone.



The spiked balls are deadly. Stay away.



The Blocks in this area are sometimes invisible.



Grab the 1-Up above the Chest before you leave the area.

B



Floating spook heads stick out their tongues. Don't get licked.



You can run on the ground or on the ceiling. Either way, you'll encounter plenty of ghosts.



Reach the 1-Up in this area by revealing a hidden block.



C



An indestructible ghost sig stops at the beginning of the stage.



The third pipe in this area leads to the Coins above.



Go before you reach the wall point left to see a Heart and a Flower.



Coin arrows always point to something special. In this case, it's a secret exit.

D



This stage contains odd but stompable critters.



Something dangerous is lurking in the Pumpkin Zone.



As you under ground, watch for holes. Coins, a Power-Up and a 1-Up.



You can find Coins and masked ghosts between the gutter bottles.



Stay in the middle of the last room while you wait for the Witch to appear on one side, then leap and stomp.



Some of the pipes here lead to a hidden Block and a 1-Up.





MARIO LAND SPACE ZONE

The Space Zone will prove to be one of the most challenging sections of your journey. You can only reach the zone by completing the Hippo stage.



SUPER MARIO LAND 2
6 GOLDEN COINS



MARIO CASTLE

The demerited villain of the land has renamed this building "Mario Castle." It's up to you to enter in. You'll be able to enter when the Six Golden Coins are in place.



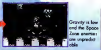
Climb into a Soap Bubble at the Hippo Stage and take off!



The underwater section of the Hippo Stage includes 1-Up opportunities.



If you go through the low Goob, you'll wind up below the Space Zone.



Gravity is low and the Space Zone enemies use unpredictable odds.

Float to the top. Goal in the Hippo Stage is much like the challenging zone.



The ocean swirls automatically in the second stage. Stay on your toes or you'll get stopped.



The first stage of the zone features two sets.



The second stage features a fight with a rearing speedster. Avoid the shots and stop it.

The door to the Castle will open when you've returned the Coins.



Fire-eating Piranha Platforms greet you near the Castle entrance.



Jump over the bigger gnomes to keep Wario's mechanical fans from crashing down.



The platforms in this area disintegrate when you touch them. Jump quickly.



Floating Piranha Platforms bounce off the walls in the last time chambers leading to Wario.



Your battle with the big guy will be long and challenging. Match his moves.



RECLAIM THE NAME OF MARIO LAND!

GAME BOY

BONK'S ADVENTURE

BOOGALOOGA!

Sound the caveboy battle cry and join one of Hudson Soft's heroes, Bonk, as he makes his Nintendo debut on Game Boy. Bonk's only weapon is his rock-solid noggin, but he controls it extremely well! You'll have Bonk bonking everything in sight as he sets off through the dangerous Dinosaur Land in search of the Moon Princess. The evil King Drool and his band of hooligans have kidnapped her in an attempt to overtake the peaceful kingdom. It's a tough assignment, but if Bonk has his way and uses his thick head, King Drool will soon become King Fool!



HAPPY FACE

Get happy! Collect as many Happy Faces as possible to receive Bonk's Bonus Prize at the end of each round.



BONE-UP

There are two different kinds of Meat Power-Ups. The Big Meat gives Bonk extra health, while the Small Meat has a special effect for a full 10 seconds.

Not many enemies inhabit Round One. Make sure Bonk gets the mini-flower at the midway point. It'll take him to a wall-climbing Bonus Area.

START



DINOSAUR LAND

**BONK'S
ADVENTURE**

ROUND SIX

The Castle at the summit of the mountain is where the animal food slashes with each of the stage bosses and King Drool takes place.

ROUND TWO

Bonk will do some serious climbing in the waterfall area of Round Two. He can even swim up the waterfall! The bird boss, Eggbert, lives at the top of the falls.

ROUND ONE

Dinosaur Land is actually an island. Round One starts Bonk off at the sandy beaches and leads his through desert areas.

Welcome to Dinosaur Land! Since King Drool and his carnivorous cronies invaded, there has been danger lurking around every corner. Bonk will pay a visit to six specific areas of Dinosaur Land where, at the end of each round, he'll have to square off against one of King Drool's main dirty deed-doers.

ROUND FIVE

Bonk will begin his assault on the summit in Round Five. The underground crypt is a creepy setting and the enemies in this area are even creepier.

ROUND FOUR

The mountainous environment of Round Four leads Bonk through some treacherous territory. He'll meet some new enemies here.

ROUND THREE

Round Three takes Bonk to the Bone Bridge. Bonk can bypass the first section by swimming across the bridge, but he'll soon find himself in troubled waters.



HEART

Restore Bonk's energy level by collecting various sizes of Hearts.



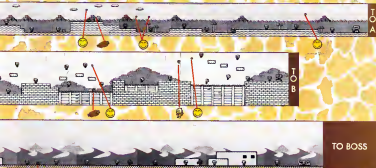
EXTRA BONK

Pool Bonk replaces throughout the stages to earn valuable 1-Ups.



BONUS ROUND

Touch the Mini Flower to warp Bonk to a Bonus Round.



GAME BOY

ROUND TWO

Eggbert will hatch at the top of the waterfall when Bonk arrives. Round Two isn't too difficult. Bonk should have very little trouble. Watch out for the electric fish in the waterfalls!

SCRAMBLE EGGBERT

Use the platform to leap up, spin and land on Eggbert's head. Watch out for his beak, though. Bonk will lose energy if he touches it.

BONUS ROUND

When jumping from platform to platform in this Bonus Round, press the B Button rapidly to make Bonk do repeated somersaults. If Bonk lands on his head, he'll come to an immediate stop.



ROUND THREE

Take a dip! Bonk is an excellent swimmer, but he's not very fast. If Bonk bonks the head of a giant sea turtle, a small turtle will appear. Get it to swim into a flat-swimming turtle.



CROSS THE BRIDGE

Bonk can bypass the first section of Round Three if he makes it to the other side of the bone bridge. Jump up and spin across the chasm or risk falling to the water below.



BONUS ROUND

Flip as many times as you can and land on your feet when you hit the ground. There are six sections to the column. Count them as you spin downward.



BONK-UP

Bonk doesn't swim very fast. However, it is easy for him to destroy enemies from underneath. Press the A Button to give Bonk a quick boost upward to crash into an underwater foe.



ROUND FOUR

There are some strange creatures living in them that huff! Watch out for the Trap Bari-bana Flowers. Caveboy-eating plants will jump out of them and attack Bonk.

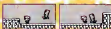
FLIP ACROSS

Use the spinning jump technique to get Bonk safely across the wide areas of molten lava.



DINO BITE

Don't mess with these prehistoric dinosaurs. Jump over them and run away because their bite is worse than their bark.



SPIN LIZZY

This mossy figure skater will try to put Bonk on ice. Jump up, spin and bonk her on the head, but don't jump too soon.



ROUND FIVE

Bonk will have to contend with foes of many shapes and sizes as he makes his way up through the depths of King Drool's castle.

TO A

BREAK OUT

Bonk can jump, spin and use his head to obtain access into areas that are blocked off with boulders.



BOSS BREAK

There's no boss in Round Five. Maybe King Drool is giving Bonk a break. Maybe not!



BOSS-O-RAMA

Before confronting King Drool, Bonk will have to tangle with each of the bosses that he has previously faced in the game. After defeating each boss, move to the left and right to check the entire area for items like Hearts and I-Ups. They will definitely appear.



LOONEY

The classic Warner Bros. characters jump to life in this excellent, action-packed Game Boy game from Sunsoft. You'll be in control of a different cartoon character in each of the seven stages. This is a definite plus! As far as play control goes, Daffy Duck and Bugs Bunny are the same, but every other stage serves up the action differently. Looney Tunes offers a good challenge and is very fun to play!

STAGE 1: DAFFY DUCK

"I always knew they'd put me first!"

Daffy leads things off in Stage 1. The first half of the Stage is on land. Yosemite Sam and a large dragon will impede Daffy's progress. Hit them with the Frisbee. The second half of the stage is underwater.

Keep your Frisbee at the ready to fend off swimming enemies. There is a 1-Up that is surrounded by spikes on three sides. Swim carefully and avoid the spikes because you'll need the 1-Up.

SUPERIOR QUACKMANSHIP

At first, Daffy is a bit difficult to control. He's very swift of foot and can leap into the air with the greatest of ease. Once you get the hang of it, you'll appreciate Daffy's agility. To fend off approaching enemies and to battle the Boss, Daffy carries a Frisbee weapon. He only has one to throw at a time.



A Frisbee, which acts like a boomerang, is Daffy's weapon.



Daffy can jump high and bounce on enemies to defeat them.

"POW"

Before the midway point in Stage 1, Daffy will see a "POW" star hanging out to the right of a tall ledge. Jump off of the ledge to get it. Daffy will have the power of invincibility for a short while.



Stars grant Daffy. These large badgers won't hurt! Dash to the right to avoid confrontation.

DIVING DUCK

Daffy doesn't seem to mind going underwater. Besides, he's a duck, his feathers won't get ruffled! Push the A Button to boost Daffy along. The Frisbee seems to be unaffected by the change in surroundings. It flies just as well!



These shellfish move vertically on the walls. Shoot them with the Frisbee or smack them off by bumping on them.



It's easy to get sucked into the downward current in these areas. Press the A Button regularly to get through.

ROBOFISH

The piranhas that come out of Robofish's mouth will chase Daffy around. Robofish will swim a few circles on one side of the screen and then move to the other side. Daffy needs to shoot the piranhas with the Frisbee and shoot Robofish as well.



First! Daffy ducked the Frisbee and is pretty pleased he did. Watch out for the one behind you. Daffy! Press the A Button to swim to safety.

TUNES™

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STAGE 2: TWEETY

"I taught I taw a puddy fat!"

Tweety is the most vulnerable of all the characters in the game. He has no weapon. He can only flap his tiny wings to fly around and avoid the dangers of the street—mainly Sylvester! If Tweety uses his

head and doesn't fly too much, he'll make it to the end of the street without getting hit by falling objects. Don't worry too much about getting the Crystals. Worry about getting caught!

A DANGEROUS STREET

Various enemies will throw objects at Tweety. Don't fall down into the manholes—you won't come back. Sylvester's son is easily avoided by flying over him. Don't fly for too long! Tweety tires easily.



SYLVESTER

Sylvester always approaches from behind. If Tweety is flying, Sylvester will approach rapidly. If Tweety is walking or standing still, Sylvester will creep up on him. Tweety will lose a Heart if Sylvester catches him. If you think that Sylvester is about to strike, stand on the right side of a manhole. The not-so-sly feline will fall in at every time.



Sylvester is determined to catch that little bird! If Tweety happens to get caught by the cat, press the A Button rapidly to break free.



STAGE 3: PORKY PIG

"That's all, folks!"

Stage 3 finds Porky Pig humming it up in the unfriendly skies. Spaceships, satellites and ACME bombs will come at Porky from the right side of the screen. Shoot the spaceships and satellites, but avoid the multitude of exploding ACME bombs.

Keep your thumb on the B Button to shoot. Fly around the space ships if you can't attack them.



STAR-CROSSED WITCH

It's easy to shoot the Witch. The difficult part comes when the Witch takes off and the Star takes over! Follow the Star up and down while shooting constantly. It's almost impossible to avoid the truck. Shoot it before it homes in on you.



The pumpkin that the Witch uses can never be avoid than the truck. But the Star uses for attack.



STAGE 4: TASMANIAN DEVIL

"Feed me, I'm hungry!"



Taz gets the easy job. Stage 4 isn't a "normal" type of stage with obstacles and enemies—it's more like a Bonus Stage. All Taz has to do is collect as much food

as he can within 60 seconds. It couldn't be any easier. Move left and right to find as much food as possible.

FEED YOUR FACE, TAZ

When Taz begins his whirl through the blocks, he'll have 60 seconds to snag as much food as possible. Collecting food leads to a huge bonus point payoff at the end of the stage. Taz may move freely from left to right through the blocks. It may not be wise to go as fast as possible. You might miss some food as you fly by it.



STAGE 5: SPEEDY GONZALES

"Arriba, Arriba, Andale, Andale!"



It's a good thing Speedy isn't afraid of ghosts and manures. They're all over the place in Stage 5. And amphibians, too. What an odd combination! The difficulty level increases tremendously in Stage 5.

When attacking enemies, the most important thing to remember is to keep Speedy in a safe position before he fires. Speedy remains stationary for about two seconds until he stops firing.

"CRAZY-LEGS" GONZALES

Out of all the characters, Speedy is probably the most difficult to control. When you fire at enemies, he stops and does a little Mexican hot dance while he's shooting.



MINI-BOSSES

MUMMY: The Mummy is fairly easy to defeat. Stand just close enough that some of Speedy's shots will hit him. Don't stand too close—the Mummy will kick Speedy. Move a little to the left before firing again.



BULLY FROG:

This bully frog doesn't want to let Speedy get by him. What the frog doesn't know is that he's no match for the non-threatening Mexican mouse. Stand on the lowest step and fire at the frog. Keep firing as the frog jumps repeatedly over the top of you.



THE RISING TIDE

A section of the underground crypt which Speedy is trying to get through will flood with bubbling acid when he enters the area. The acid level rises very quickly, so Speedy can't hesitate at all. He's gotta go... NOW! Work your way up to the top as fast as you can.



If Speedy tries to go for the 1-Up now, the acid will surely get him. Opt to pass it by and quickly continue upward.

SEEDING BLOCKS

There's only one way to get by these Blocks. If you watch closely, the Block that will move next will shake a bit before moving. Jump to avoid being squashed.



OK. We'll make it easy for you. Follow the pattern as the blocks slide and change positions.

WHICH WAY TO GO?

Speedy can drop down one of two vertical shafts in this area. The shaft on the left leads to a 1-Up. Hold Left as you fall to get it. If you hold Right while falling down the right shaft, you will enter a room which contains a "POW" and a Heal Potion. Beginners should go to the right.



Which one do you need more? The rare 1-Up or the powerful "POW" and Heal Potions. Make the decision based on your needs.



SPEEDY THE VAMPIRE SLAYER

This evil fiend has a few tricks up his sleeve—they're called bats! When the Vampire first appears, Speedy should just jump and bounce off of his head while avoiding the bats. When the Vampire turns into a bat, only then should Speedy shoot at it.

POW! Speedy popped him a good one, but now the Vampire has turned into a bat! Jump up and shoot it.



STAGE 6: ROAD RUNNER

"Beep! Beep!"

WILE E. COYOTE

Wile E. tosses missiles, 16-ton weights and dynamite packs at you. There's no trick to avoid being hit, you just have to have quick reflexes and a little luck.



STAGE 7: BUGS BUNNY

"What's up Doc?!"

Bugs Bunny, that wascally wabbit, sets off to finish this Looney Tune expedition in Stage 7. And, wouldn't you know it, Bugs' main nemesis, Elmer

Fudd, will be on hand to do battle. The play control will already be familiar. Bugs acts, reacts and has use of a Frisbee just like Duffy did way back in Stage 1.

ROCK-CHUCKER

This little guy is very strong for his size. He'll toss boulders at Bugs. Shoot him with the Frisbee and jump over the boulders as they come sailing toward you.



KEEP THE WABBIT ALIVE!

Fudd is the strongest of all the bosses the Looney Tune bunch has encountered. That's fitting—Elmer is the last boss! Leap up just before Elmer fires his shotgun and land on his head. Elmer has eight full hearts that you'll have to take away.



SUPER MARIO ADVENTURES

LAST MONTH, BOWSER HIRED A HYPNOTIST TO TAME A PACK OF YOKAIS AND BRAINWASH THE PRINCESS SO SHE WOULD MARRY HIM. MEANWHILE, MARIO AND LUIGI WERE PICKING THEIR WAY THROUGH A PERPLEXING NETWORK OF PIPES, TRYING TO FIND THE PATH TO THE PALACE. THEY ARRIVED JUST IN TIME TO WITNESS THE COMPLAINT PRINCESS PLEDGE HER LOVE FOR BOWSER!!!! CAN IT BE????

ILLUSTRATED BY CHARLIE MOSCINO

PRINCESS!
WE'LL SAVE YOU!

BOO!

WHUP WHUP

WHUP

CRASH!

IT'S
MARIO!

IMPOSSIBLE!
HOW DID HE
GET HERE?

C'MON, PRINCESS!
THIS WAY!

I LOVE YOU, BOWSER,
DARLING... I LOVE YOU,
BOWSER, DARLING...

HAS SHE
FLIPPED OUT
OR WHAT??

HAHAHAHA! YOU SEE--SHE
HAS GROWN TO LOVE ME!

TROMP

TROMP



MEANWHILE, LUIGI AND YOSHI ARE LOST IN THE PALACE BASEMENT...



MARIO! MARIO, WHERE ARE YOU?



WHA...??



GASP!

WHOAH!
THAT'S CREEPY!



SHIVER

YOSHI!!
YOSHI!!
YOSHI!!



SLOW DOWN!
WHERE'S FRIENDLY FLOOPY'S DICTIONARY WHEN I NEED IT?



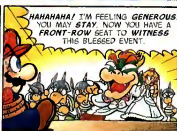
THE EGGS?
WHAT ABOUT THE EGGS?

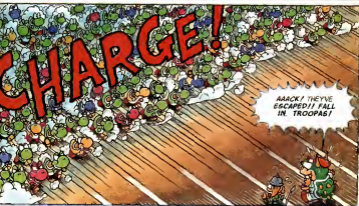


YOSHI!!
YOSHI!!



HMMM,
THESE EGGS DO LOOK KIND OF FAMILIAR...





CHARGE!

TROMPITY

TROMPITY

LET'S
CRASH
THIS
WEDDING!



WHAT HAPPENED?? I TURNED
THEM TO EGGS -- YOU
SAW THEM!



CAST ANOTHER
SPELL --
QUICK!



TROMPITY TROMPITY









AND SO THE KOOPA KING'S INSIDIOUS PLANS FAILED, ALL OF THE YOSHIS WERE FREED, AND PRINCESS TOADSTOOL, MARIO AND LUIGI RETURNED TO THE MUSHROOM KINGDOM FOR A WELL-DESERVED REST. UNTIL THEIR NEXT GREAT ADVENTURE, CIAO!

Super Mario Adventures

The first 12 comic episodes presented in this book originally ran as a series in Nintendo Power magazine, beginning in January, 1992, (Volume 32) and running through December, 1992. The final episode, which was printed in the first issue of 1993, introduced Mario's alter ego and tormented childhood playmate, Wario. The comics don't follow the story line of any particular game; however, they do incorporate many characters from the games and even introduce some new ones.

Charlie Nozawa, the artist who created the comics, is known in Japan by the pen name Tamakichi Sakura. His most notable works include "Shiawase No Katachi" (Shapes of Happiness) and "Oyaji No Wakusei" (Dad's Planet). Kentaro Takekuma dreamed up the scenario. He is known in Japan for co-authoring "Comic Lesson: Even an Ape Can Draw a Comic."



COUNSELORS' CORNER!



THE LEGEND OF ZELDA— A LINK TO THE PAST

HOW DO I GET THE FLIPPERS?



Kakoa Kuhn

The Flippers are one of the essential items in the game, because they allow Link to swim in deep water. Once Link has found Zora—a giant fish-like creature—he can purchase the Flippers for 500 Rupees. The

trick is finding Zora. In the Light World, go to the north east corner beyond the Witch's Shop. Follow the shallow parts of the river, continuing south when one tributary branches off to the east. When you are as far north

as possible, take the lower shallow path to reach Zora. Zora's Spawn will attack throughout the journey. If you dodge their shots and take along some Life Potion, you should be okay.



Head to the northwest from the Witch's Shop. Walk in the shallow part of the river.



Take the lower shallow path to reach Zora. Dodge Zora's Spawn and keep moving.



Pay Zora 500 Rupees to purchase the Flippers. Now you can swim in deep water.

WHAT DOES THE MAGIC POWDER DO?

The Magic Powder has many uses. First off, you can change many foes into harmless creatures. For example, the green Cukemages become Potato-headed creatures when sprinkled. You can also throw Powder on the spinning Anti-Fairies to turn them into real Fairies. In Kakariko Village, an old woman can be transformed with Powder, and a strange creature in the well near the Blacksmith's shop could also use a dose.



The dangerous Anti-Fairies become useful Fairies when you throw Powder on them.



Many enemies, like these, become harmless when you change their form using Magic Powder.

STREET FIGHTER II

HOW DO I USE THE SUPER MOVES FOR ZANGIEF, DHALSIM, KEN AND RYU?



Zangief may be slow, but his Spinning Piledriver is one powerful move. To accomplish this feat, wait until your opponent is within arms length, then press the Controller toward the opponent, Down, and then Up and Punch simultaneously. Punch strength won't make a difference. You can reduce Zangief's enemy's power by half with this move.

Dhalsim's Yoga Flame is a tough move with limited effects because the cloud of flame is so small. On the Controller (with Forward being toward

your opponent and Back being away from the opponent) push Back, Back/Down, Down, Down/Forward, Forward/Punch

The Dragon Punch is the ultimate attack for both Ryu and Ken. Press Forward, Down, Down/Forward/Punch in one smooth, continuous motion. The Punch strength will determine the height and speed of the Dragon Punch. Whenever you use a Super Move, the motions must be continuous, and that may take some practice.



Zangief's Piledriver forward, Down, Up and Punch when you are close by



Dhalsim's Yoga Flame Back,Back/Down, Down, Down/Forward, Forward/Punch



Dragon Punch (Ken & Ryu) Press Forward, Down, Down/Forward/Punch



Make sure all Super Moves are done in a smooth, continuous motion



HOW DO I BEAT M. BISON WITH ZANGIEF AND DHALSIM?



Although it isn't easy, you can use Zangief or Dhalsim to beat M. Bison. With Zangief, block M. Bison's attacks until he tries the Flaming Torpedo move. When Bison is in the air, counter with the Spinning Clothesline. You can also get close using Jumping Fierce Kicks. Once you're close, try other moves like the Backlam or Piledriver. When Bison has lost much of his power, he'll launch into continu-

ous Torpedoes. Keep using the Clothesline and hang him out to dry.

Dhalsim must use a similar strategy to defeat M. Bison. During the flurry of initial attacks, keep dodging until you get a chance to use the Spinning Attack. That will get you close enough to try moves such as the Arm Throw and Head Butt. During Bison's final Torpedoes, use the Yoga Fire or Yoga Flame and you'll be cooking.



Use the Spinning Clothesline to get close to Bison when he uses the Torpedo



Moves like the Jumping Fierce Kick will deplete Bison's reserves



Dhalsim can get in close by using the Spinning Attack



Yoga Flame and Fire will toast Bison at the end of the match

DRAGON WARRIOR III



Larry Wainwright

HOW DO I GET THROUGH THE CASTLE OF BARAMOS?

The many stairs in the Castle of Baramos make it a difficult maze where warriors can become lost easily. Follow the numerical map directions below once you

enter the castle. If you're having trouble reaching the castle in the first place, use Ramia, the legendary bird to fly you to the island. Once you reach Baramos, use the Increase spell to

boost your defense and the Bikill spell to double your attack strength. Magic will be useless against Baramos himself, so save Magic Points for healing your party.

THE CASTLE OF BARAMOS

1ST FLOOR



To reach Baramos, proceed to the stairways in numerical order from 1 to 2 to 3, etc...

BASEMENT



2ND FLOOR



Ramia flies you to the island where Baramos has built his castle.



Follow the directions on the map to end up in the chamber with Baramos.



HOW DO I SOLVE THE ROCK PUZZLE?



To find the Vase of Drought, move the rocks in Eginbear Castle as follows. First, number the rocks one through three from the left. Push Rock One up once and right

twice. Push Rock Two right once. Push Rock One up to the wall. Push Rock Three down once. Again push Rock Two, left three spaces, up once, right two spaces, up three spaces, left once

and up once. Move Rock Three up once, left four spaces, up once, right twice, up three spaces, right once and up to the wall. A passage will open, leading to the Vase of Drought.



Move the three Stears into the blue and white spaces at the top of the stairs.



Push Rock Two as shown, then up, right twice, up three spaces, left once up.



Push Rock Three as shown, then up and right to the remaining open space.

KID ICARUS: OF MYTHS & MONSTERS



Jason Stangle

HOW DO I DEFEAT ORCOS?

Orcos first appears as a winged boss who shoots fireballs at Pit. Stay near the middle of the chamber, but opposite Orcos. When he's parallel to you, shoot him with Light Arrows. If you hit him, he'll

charge. Simply drop down to avoid him. Orcos is three screens high in his second form. The real secret to survival here is to always stay along the left wall. First attack his head, then drop down and hide in the corner until the fireball

is gone and the tail attack is finished. Fly up to the middle section and shoot the bats that appear. Keep repeating this pattern until Orcos is beaten.



Attack Orcos from the side when he returns fire.



From the left side, attack Orcos' head, then drop down.



Wait in the lower left corner for his attack to end.



Fly up and shoot the bats, then repeat each step.



HOW DO I GET POWERED UP?



Pit is supposed to be training to prove himself worthy to take on Orcos. With that in mind, you should fight as many enemies as possible in each stage to earn Power

Arrows from Zeus in the Sacred Chamber. Training Rooms provide an opportunity to improve your weapons. Shoot the falling blocks to win a prize. If you get a high point total in a stage,

Zeus will also reward Pit with an extra section of Life Meter. Pit will need the extra power in the final battles against Orcos.



Defeat as many of the enemies as you can on each stage.



Stop in the Training Room to earn special weapons.



Eye cross points to get a longer Life Meter.



Pit should be at full power to face Orcos.

ONE CALL COULD SAVE YOUR (GAME) LIFE



WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:
(206) 885-7529
Nintendo Game Play
Counselors are on call
Mon-Sat., 4:00 a.m. to
Midnight and Sun.,
8:00 a.m. to 7:00 p.m.,
Pacific time.



DESERT STRIKE

**RETURN TO
THE GULF**

STORMIN' FOR GLORY

The media called the high tech Gulf War "the video game war." Now Electronic Arts has created a true video war game, Desert Strike: Return To The Gulf. The basic scenario is simple: an aggressor in the Middle East must be stopped, but the president doesn't want a full-scale air war. Instead, a skilled pilot in an Apache attack helicopter will be sent in to perform surgical strikes on key targets. The game is more complex than that, however, because every time you go into action, you'll have multiple missions. Besides destroying strategic targets such as chemical plants and SCUD missiles, you'll have to rescue MIAs, knock out radar, destroy enemy air bases and stop oil spills. All of the mission objectives are realistic, and so are the enemy attacks. As you fly over a 3-D desert landscape you'll encounter a great variety of enemy forces, from snipers to SAMs. You'll strike back with cannons and missiles. On-board computers give you mission data, tactical maps and game information. Best of all is the actual fun of flying the Apache. It looks real, sounds real, and feels real due to the excellent Moesetam feature programmed in by EA. With all of the challenges in this game, you'll want to return again and again to Desert Strike.

LOOKING FOR ONE GOOD COPILOT

DESERT STRIKE:
RETURN TO THE GULF

You'll have a copilot to aim the weapons and operate the winch. His or her skill makes a major difference in your effectiveness, both at knocking out enemy targets and picking up critical supplies such as fuel and ammo. Read the dossiers on each copilot to learn his or her strengths.

THE CAMPAIGN TRAIL

Desert Strike consists of four campaigns, but each campaign has multiple missions. To complete a campaign successfully and earn a password, you must finish each mission.



There are also bonus missions that you can carry out for a higher score, such as blowing away enemy equipment and capturing enemy pilots.



LT. XAVIER THOMAS

Lt. Xavier Thomas isn't the best long distance shooter, but he will pick up weapons and supplies quickly with the winch.



LT. KRIS TIMMARIE

Lt. Kris "Winnie" Timmarie is a good choice for all ground skills. She isn't the best sharpshooter, but she'll keep you in the fight.



LT. CARLOS VALDEZ

Lt. Valdez is the best copilot available to you. First, you'll have to rescue him from a downed plane near a POW camp.



LT. DAVE ARRICK

Arrick has a rep as a wild man. The result is that he's not reliable on the winch. If you've collected the Quick Winch, he'll do okay.



LT. KEITH MICHAELS

Although Lt. Michaels is slower, he's the best sharpshooter available. When the fighting gets heavy, he's a good choice for capture.



TACTICAL DATA SCREENS

Your chopper is outfitted with the latest computers, allowing you to identify targets and mission objectives while on the fly. Use this information to plan each step of the campaign. When you've switched to the Data Screens, no fuel will be used, so plan your attack carefully. Also check your game status here, plus the state of your fuel, armor, and ammo.

BATTLE MAP



You can highlight mission objectives, dumps of supplies, AAA, enemy units, and landing sites on the Battle Map. Your location is also indicated, so you can judge your position in relation to your target. Roads and other major features also are shown.

MISSION DATA

A brief description of each mission in the current campaign appears with a photo identifying targeted entities. You can also learn about the enemy weapons, weapons against you, including their fire power and armor ratings.



STATUS SCREEN

This screen lists each mission and indicates if you have destroyed the target. If a target is listed as "Active," you must take it out.

■ SHOOTING SKILLS ■ WINNING SKILLS

SUPER NES

THE BRIEFING



Your first objective is to eliminate the threat of enemy air power and rescue a captive agent. You'll have to destroy radar, cut power, hit two air bases and capture an enemy commander. Once you find our agent, return him to the frigate.

KNOCK OUT THE RADAR

You must destroy the two radar installations to reduce the weapons' range of the enemy during later strikes. Both installations are guarded by anti-aircraft guns and missiles. Come in quickly and fire two Hydras, then destroy the radar dish with cannon fire.



Two Hydras will destroy an anti-aircraft unit.



Neutralize the radar dish with cannon fire.

DESERT RESCUE

One of our planes went down north of the first radar installation where it's sure to be spotted. Be sure to pick up the downed jet pilot, then destroy the plane to keep its secrets out of enemy hands.



MISSION OBJECTIVES

1. RADAR SITES
2. POWER STATION
3. AIR FIELDS
4. COMMAND BUNKERS

QUICK WINCH

The Quick Winch allows for fast pick up of supplies and MIAs. It is hidden in a quonset hut west of the southern airfield.



Look for the Quick Winch near a crossroad.

EXTRA LIFE

Blast the building shown here and pick up the crate marked with a red X for a 1-Up. The other buildings are civilian. Leave them alone.



The tall building holds a 1-Up.



CUT THE POWER

Your second objective is to cut power at the electrical plant. Destruction of the plant will reduce the effectiveness of the enemy's targeting. Use missiles to destroy the three anti-aircraft batteries and mobile 20mm cannon unit.

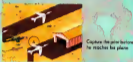


DESERT STRIKE:
RETURN TO THE GULF

GROUND BOUND

It is vital to the war effort that you destroy the enemy's air power. The two airfields are both guarded by SAMs and AAA. Use missiles to destroy the defenses, then destroy the remaining planes and buildings.

Fields are both guarded by SAMs and AAA. Use missiles to destroy the defenses, then destroy the remaining planes and buildings.



Capture the plane before it reaches the plane.



Destroy all the planes on the runways.

COMMAND & CONTROL

The two command bunkers are protected by guard towers and anti-aircraft units. Use missiles and Hydras to quiet the opposition, then blast either bunker. Capture the fleeing commander to obtain the location of the missing agent.

Hit the towers in a Hydra attack.



Capture the commander to find your agent.

CODE NAME: CAPTIVE

The location of the secret agent appears on the Battle Map once the enemy commander has been taken. Blast the building then hold off the mobile units while your copilot rescues the agent.



The stairway leads to the captive agent.



You've rescued the agent, your job is done—for now.

SUPER NES

ROAD RUNNER'S Death Valley Rally™

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Company © 1992



BEEP! BEEP! Clear the road! Road Runner races out of the desert and into your Super NES this month, with Wile E. Coyote hot in pursuit. How fast can a Super NES character move? Don't blink! The famous feuders, brought to video life by Sunsoft, are up to their old tricks in a frenzied and sometimes frustrating five-stage rally.

ZIPPITY SPLAT



START

GET A LIFT

Grabble up the Bird Seed on the corner ledge, hop up and use the Green Flag. Then jump down and peck the receptor. Walk under left side of the ledge. When a lift descends, jump on and ride to the upper ledges to find more flags.

I WAS BORN TO RUN

With his lightning speed, Road Runner has a definite advantage in this rowdy rally, but Wile E. Coyote has devised some sinister plans to sideline him. It's not just a race to the finish, either. Each stage has several flags, and the more Road Runner raises, the more points he'll earn. His high-speed dash eats up energy, too, so he'll have to find piles of Bird Seed to replenish it on his way to the checkered flag at the finish line.



Wile E. Coyote is more interested in a roasted Road Runner than the race.



Flags and Other Finds



Yellow Flag
500 Points



Green Flag
1,000 Points



Red Flag
3,000 Points



Purple Flag
20,000 Points



Bird Seed
for Dash



Full Power
Heart



Invincibility
Shield



Road Runner
1-Up



Powered by Bird Seed, Road Runner can really run. When he runs low on energy, look for piles of seed to refill his power meter.

WAIT FOR A RIDE

Wait here for a moving platform. Climb on it to the ledge on the left and to go from there over to the ledge with the Purple Flag.

CONTINUED
ON NEXT PAGE

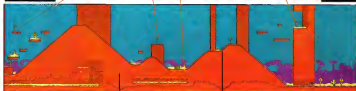
HIDDEN CAVE

In many stages you can find hidden areas by walking through walls that appear to be solid stone. Just before you reach the top of the rock wall, bend back off the elevator platform and the wall on the right. Fill up the point!



FROM PAGE 77

GOAL



HIDDEN CAVE CONTINUES

Don't exit the cave after collecting extra points. Instead, jump down to the lower right corner of the cave and walk through the wall. You'll end up in a second Hidden Cave. Run off the way to the right and push the box there to uncover a 1-Up.



ROLLING HILLS

Like the sign says, there's a Steamroller ahead, and Wile E. Coyote is at the wheel. Stand on an elevated ledge until he passes underneath, then Dash off towards the finish line before he can turn around.



2-1

ROCK 'N RIVET



START

Read the Road Signs

When you hit the road, be sure to watch the road signs to see what's coming. Directional arrows indicate which direction you should go to reach the checkered flag, and the skull and crossbones means danger ahead. Others warn of specific trouble, such as a Steamroller or robot. Exclamation marks sometimes mean that there is a special item or hidden area coming up.



TRY THE TRAMPOLINE

Try Trampolines one and in strategic areas to give you a lift. Bounce on them two or three times to see how high you can soar. Use the one in this area to bound up to the ledges above.



WILE E. TAKES FLIGHT

PART 2

You must complete two more desert areas before you reach the final challenge in Zippity Splat. In Part 2, Wile E. Coyote takes to a hot air balloon and launches fighter planes that zero in on Road Runner.



PART 3

That clever coyote ordered Acme's best bird suit, and this time he is tormenting the Road Runner with air attacks. Look for more hidden areas as you explore this, the largest stage in Zippity Splat. Two Purple Flags are in one of the remote Hidden Caves.



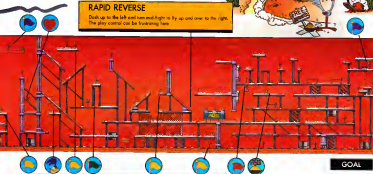
COYOTE'S CATAPULT

Wile E. Coyote shows you blueprints for the catapult he plans to throw Road Runner with. Study them. The exclamation point shows its weak point—that's the point to peck. The coyote fires off balloons in sets of three, jump in between bursts to attack.



RAPID REVERSE

Dash up to the left and turn mid-flight to fly up and over to the right. The play control can be functioning here.



GOAL

THE REST OF ROCK 'N RIVET

PART 2

Part 2 is under construction and Wile E. is riding the wrecking ball, trying to reconfigure Road Runner's face. Magnets pull beams into place. Ride the beams to the flag in the upper right.



PART 3

The coyote is armed with a jackhammer in Part 3, and Road Runner has to Dash really fast to climb the beams that lead up to the finish line. Chow down on Bird Seed and read the road sign.



A CRANE FOR COYOTE

Now the crane plans to use a wrecking ball to make road go out of Road Runner. Look at the blueprint to see where the crane is vulnerable, then observe the movement of both the crane and the wrecking ball. Dodge them as you attack.



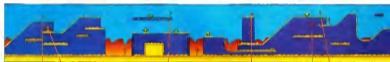
SUPER NES

TRAIN RUNNERY

3-1



START



A

MORE TRAINING

PART 2

Road Runner lands on a runaway circus train in Part 2. Mischievous monkeys throw cream pies, Elephants shoot peanuts and Wife E. Coyote flies by on a rocket to raise the high-scoring flags.

PART 3

Road Runner is back on the circus train in Part 3, but this time the crafty coyote is dropping bombs from a vintage airplane. Precise jumping is important here—and the game's play control makes it difficult.



RALLY 'ROUND THE FLAGS

If you love a life, you must at the last flag you raised. It's all up a really high score, you should look for all of them. Some are easy to find, but you'll have to find hidden ones and other secret ones to discover others. The chart at the right shows how many there are in each case. If you're a Road Runner ace, you'll find every one of these.



STAGE	PART	YELLOW	GREEN	RED	PURPLE
ZIPPITY SPLAT	1	8	2	1	1
	2	8	2	1	1
	3	7	4	1	2
ROCK 'N RIVET	1	8	4	0	0
	2	4	3	1	1
	3	3	4	1	2
TRAIN RUNNERY	1	6	4	1	1
	2	7	3	1	1
	3	4	2	2	1
HOPALONG CASUALTY	1	4	7	3	2
	2	5	7	2	2
	3	2	1	2	1
QUANTUM BEEP	1	0	5	2	1
	2	0	5	2	1
	3	0	4	1	1

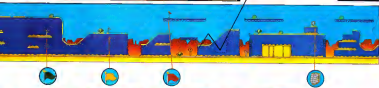


HOT ROD ON THE RAILS

Wile E. Coyote got the super deluxe lift for his car and he's riding the rails, looking for Road Runner. Stay on the high rise out of his reach and get ready to jump when you hear his look for him.



TO A



FINISH LINE

WILE E. ENGINEER

This time Wile E.'s behind the controls of a steam engine on a rail track. He plans to scare bunnies at Road Runner as he passes. Road Runner can pack them to avoid them. Every bunny at the coyote. Wile E. usually loses three barrels of coal, but if you score a hit on him, get ready for a barrage. The only way to avoid damage is to run quickly to the other end of the traincar when hitting the engine.



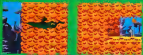
DO THE DASH CLIMB

You'll have to run by the peak on the track below, then turn around before you cross the finish line and do a Dash run up its right side. Continue to the left to find the Purple Flag. It's a tough technique that takes lots of practice.



SEEK THE HIDEOUTS

Keep looking for hidden caves throughout the game. If you're stuck in a valley between two tall walls, be sure to check the walls for soft spots. You never know when you might stumble into something special.



HOPALONG CASUALTY

SECRET PASSAGES

There are lots of hidden passages in these screens, especially in the upper left area. Try jumping up through the ceilings or walking through the walls to find secret areas. One of them leads to the flag room just above the starting point.

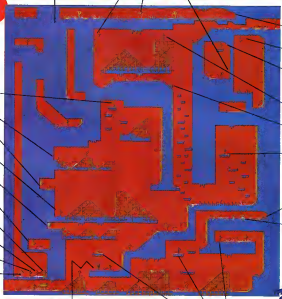


DOUBLE JUMP

Leap up the ledges on the left, then leap onto the wall under each flag room. If you make a quick double jump, you can pass through a hidden hallway up into the chamber. It isn't easy, but what is that!



47



FINISH LINE



START

CAVE-IN!

There are Road Runners there in the caves, and they have very explosive personalities. If you get too close, they blow up, causing rock falls. The barrels of blasting powder are toxic, too. When you get close to them, they explode and cause cave-ins.



MORE HOPALONG CASUALTY

PART 2

In Part 2, Wile E. Coyote is riding the rails again, but this time he's in a mining car. He really sahs. Pick up the Invincibility Shields and look for falling boxes with action-arresting Clocks or energy-restoring Hearts.



PART 3

The rally is still stuck in the mines in Part 3—and that's not all that's stuck. Razor-sharp Drill Bits pop out of the walls trying to skewer Road Runner. They're certain to put an end to his Dashing about. Memorize their locations so you can skid to a halt and time your leap past them.



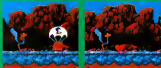
WILE E.'S DRILLING RIG

The massive rig behind the Drill Bit? Wile E. Coyote, of course. Now he's designed a massive Drilling Rig, and it's work points out of the top. What happens when it starts out to the stars and jumps up on them to reach the highest peak it to power.



FALLING FINDS

When you take a break from the action, Boxes occasionally fall gently from above on parachutes. When you peck them open, you'll find helpful items. There are a few in every stage.



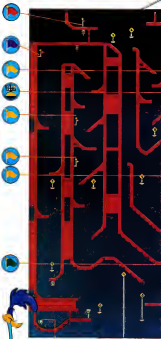
QUANTUM

BEEPI BEEPI A BE

Powerful electro Beams glow overhead transmitters in Part 3, and I can't run through them, so slow and wait until they fade before

5-1

START



HIT
When
you
peck
a
box
it
will
give
you
a
power
up



BEEP

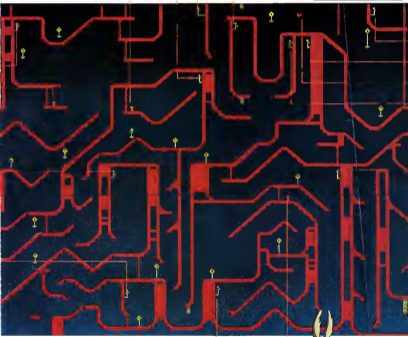
AMI

When you reach the end of the track, press the brakes to stop the car.



KEEP AN EYE OUT

Watch out! There are lots of floating eyeballs, especially in the upper right region. You can either pick them up when they float into range or use a slide attack to stop their staring.



CH A RIDE

When you reach this point, run up on the left, grab the Grity Shield, then stop here and wait. Eventually, the sliding platform will slide in from the right. Hop on and over the gap to the next ledge.





OTHER LEAPS IN QUANTUM BEEP

PART 2

In Part 2, Road Runner returns to Acme's warped space, where electronic transporters beam him around. The coyote fires spheres of fiery light from his personal space vehicle and space vultures on jet-powered scooters attack in groups.



PART 3

Now it's Wile E. himself on the jet-powered scooter, and he's tailing Road Runner with more determination than ever. It's easy to take a wrong turn right at the beginning, so watch the road signs and stay as high up on the screen as you can.



HOLY COYOTE!

Acme's personalized this level the Road Runner's eating in a place frogs and... Check the... to identify... a week... and get... up... join... when... glass... the...



THE LOST VIKINGS™







COMING SOON
TO YOUR SUPER NES
FROM INTERPLAY!

NINTENDO
POWER



SPIDER-MAN

X-MEN

ARCADE'S REVENGE™

An Amazing, Uncanny Marvel Team-Up!

Marvel Comics superstars Spider-Man and the X-Men take on an old foe in Arcade's Revenge from LJN. Callous killer Arcade has kidnapped Wolverine, Cyclops, Gambit and Storm for a payback session in his deadly amusement park. Sensing danger, Spider-Man swings toward the complex to lend a hand. It's up to you to guide Spidey and the mutant crew to victory over this fearless fiend in a dozen thrill-packed stages.

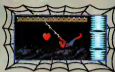
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SUPER NES



SPIDER-MAN

Peter Parker became Spider-Man after a bite from a radioactive spider gave him the ability to scale walls and lift objects a great many times his own weight. His high tech Web Shooters allow him to swing across huge gaps and fight off enemy attackers. Spidey has teamed up with the X-Men before. Now, he's got to help them stop Arcade's evil plans.



PROLOGUE

As the story opens, Spider-Man witnesses the abduction of Gambit, the last of the X-Men. In order to enter Arcade's headquarters and get to the bottom of this evil plot, you must lead our hero to the building's 20 Security Eyes as they flash. The order is shown on the map to the left.



Guide Spidey through the maze like building and collect the Security Eyes as they flash.



Wreck The Robots

Arcade's building is guarded by radio-controlled robots. Flying spheres fire deadly shots while wall-bugging welding devices shoot laser blasts. Avoid the robots' fire and gum up their works with fluid from your Web Shooters.



Jump away from the machine's fire and counter with your own special attack.



ARCADE ISSUES A CHALLENGE

Let the games begin! Now that Spider-Man has made it to Arcade's mysterious quarters, he and the four abducted X-Men are locked inside a huge house of Horrors. It's up to you to guide each of the heroes to safety

through two ultra-challenging courses. You'll begin with a total of four lives in reserve and no chances to continue. If you manage to clear these 10 stages, you'll face Arcade in the end.



Madame Arcade has issued a challenge to Spider-Man and the X-Men. "Escape or die!"



You can guide our heroes through their stages in any order. Press Select to switch.



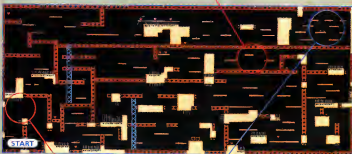
STAGE ONE

ARCADE'S
REVENGE

Your friendly neighborhood Spider-Man has been thrown into a very unfriendly construction site. Spider-Slayers toss exploding bags of concrete toward the Wall-Crawler while mechanics greet him with powerful blasts. And to top it off, the Shocker and Nighthawk wait for Spidey on the upper floors.

Shocking!

Archie is the master of illusion. What you see on the monitor of the mayhem may not actually be the Shocker, but it sure looks and acts like him. Jump from the electric blasts and counter with Webbing.



Sharp Stoppers

The steel bars that are attached to the ceilings, walls and floors of this site are charged with high voltage. Don't get close, or you'll be zapped!



WINGS AND WEBS

The otherworldly Nighthawk swoops down on you at the top of the site. Jump away from this winged creature's Plasma Balls, then Web him up.



Nighthawk swoops when the Diamonds.

STAGE TWO

The site of Spidey's second high-rise mission is exposed to the elements. Watch the rainfall to determine the

direction of the wind and try not to get blown away. Carnage and Rhino wait at the end of this stage.



Beware of the elements and jump only when the wind is blowing in your favor.



SUPER NES



WOLVERINE

The mighty slasher with the Adamantium Claws can rip through anything by using his super human strength. In his first meeting with Arcade, Wolverine faced android versions of himself in a hall of mirrors. Now, he will encounter an even more challenging group of foes.



STAGE ONE

The evil clown Obnoxio heads a troop of sinister toy soldiers and machine gun firing Jack-in-the-Boxes. Slash through this pack of posers and head for the top of the hideout.

APOCALYPSE NOW

Apocalypse attacks with power and speed. Dodge his attacks, then move in.



Toys Galore

Obnoxio's army of toys attack with all barrels blasting. When you take on the human Jack-in-the-Boxes, you can knock them out with two slashes or six no-Claw punches. If you beat them without Claws, you'll earn a energy-replacing Heart.



Take on the toys of this marvellous night more with or without your Claws.



Wall Maul

The walls of these clown quarters may seem solid, but you can tear through them with four uppercut swipes.



Press the X Button with Claws out to tear down the walls.

STAGE TWO

You'll butt heads with Juggernaut at the top of Obnoxio's carnival of terrors. If this human bulldozer passes you, you'll bite the dust. Slow him down by releasing the huge weights that hang down into the area, then hit him when his guard is down.



Swipe at Juggernaut as he charges, then make a run for it.

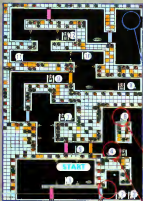


STORM

As a member of the X-Men's Gold Strike Force, Storm (a.k.a. Ororo Munroe) is a master of the elements. By sending forth bolts of lightning and cyclone whirlwinds, this agile superhero can blast past even her most powerful foes.



ARCADE'S REVENGE



STAGE ONE

Arcade has dropped Storm into a huge water maze where she cannot exercise her ability to rise above the wind. She can, however, rise to the top of the maze and escape by making water rush in through broken hatches.

TURN OFF THE POWER

A ball of energy blocks the tank's exit. Send a Whirlwind into the ball to stun it. Then hit it with bolts to finish it off.



Surf's Up

As you break the hatches in the order shown on the map to the left, the water level will rise allowing you to swim to the top of the tank.



Fire Away

Sea creatures fire laser bolts. Keep your distance, avoid their shots and counter with your own bolts.



Air Stop

Some of the shells in the tank emit bubbles. Let Storm breathe in the bubbles for extra energy.



STAGE TWO

Storm's second watery challenge occurs in Arcade's Hydroelectric Plant. By blasting the hatches, Storm will flood the plant and float to the top where huge glass spheres generate energy. When the spheres are busted, Storm will be free.



Hit the hatches in the power plant and swim to the source.



SUPER NES



CYCLOPS

With ruby-quartz visors, the incredible Cyclops can blast forth powerful energy beams. This ability didn't fail him when he last met Arcade and he's counting on his power to see him again through this new clash with the madman.



STAGE ONE

Since Cyclops' abilities are blocked by the powers of rubies and quartz, Arcade placed this mutant into a mysterious maze where gems are abundant. Help Cyclops take on the inhabitants of this underground maze and ride the mine cars over the electrifying track.

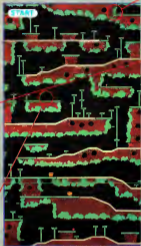
Tracks

High voltage surges through the mine car tracks. If you touch them, you'll be history. Ride in the cars and jump as they roll over diamond-shaped hind mines.



Cave Dweller Combat

Subterraneans are odd creatures that are unaffected by your visor blasts. You'll have to move in with kicks and punches to defeat these creeps.



GAMBIT

Card-carrying superhero Gambit is a cunning gambler with a rare gift for getting himself out of a jam. In this adventure, his only weapon is a pick of playing cards. What a deal!



STAGE ONE

The game is on as Gambit's nightmare world. Killer chess pieces and the giant spiked Doomball will cause major damage unless you are fleet of foot.

Barrier Break

Clear away the orange blocks before the Doomball closes in.



Hidden Treasure

By collecting Big Rubies like the one at the top of the mine, you'll be able to send out 10 extra-strength visor blasts.



ARCADE'S
REVENGE

STAGE TWO

As you move even further underground, you'll encounter more laser-firing soldiers, more strong Subterraneans and another powerful Sentinel Robot. Hold your ground, master your Cyclops moves and collect small gems for extra energy. You'll need all of the power that you can get for your battle with the massive Master Mold at the end of the stage.



Your confusing adventures underground will lead to more Subterraneans and a final fight with the Master Mold.

SENTINEL ROBOT

The creature at the bottom of this cave is a miniature version of the merciless Master Mold. Stay low while the Sentinel is on the ground. Then aim high and hit it as it hovers.



STAGE TWO

Your battle through Arcade's games division goes vertical in this stage. If you don't think swiftly, you'll be squashed. Once you survive this mission impossible, you'll win an audience with the Black Queen.



MEET THE KING

Hit the Plasma-Bell-spitting King of Clubs with as many cards as you can toss.



ARCADE ATTACKS!

After the 10 individual stages are complete, you'll guide all of the characters to a final battle with Arcade and his monster machines.



SUPER NES



PUSH-OVER™

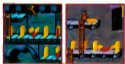


Puzzle players, meet G.I. Ant. He's the power behind the push in Ocean's new brainteaser for the Super NES. The object is to use the army ant to set up dominoes so you can topple them all with a single shove, leveling the Trigger domino last. Topple them in the time allowed to get a code that takes you to the next level and earn a token that lets you resume a paused game. If you finish a room without using a token, you sometimes find bundles of Captain Rat's Cash. You must collect nine bundles to earn the right to ponder the final puzzle. Colorful graphics, crisp sound, and the animated antics of G.I. Ant make Push-Over tons of fun. It has more than one hundred puzzling rooms, so if you like brain bogglers, you'll be a Push-Over for this one.



STOPPER

Stopper dominoes are big, red roadblocks that are useful for turning traffic and trapping Tumblers. They're portable, so G.I. Ant can shift their positions to use them more than once. Stoppers are the only kind of domino that can remain standing after the Trigger has fallen.



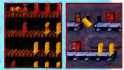
SPLITTER

Splitters, which are yellow on top and red on the bottom, trigger movement in two directions when they're hit from above. You can either start a run that will send a domino sailing down to split them or hold a domino and jump from above, thus saving your only push to start another run somewhere else in the room.



EXPLODER

The heaviest dominoes, Exploders, blast through the floor when they land, opening the way to lower levels. Put them just above where you want your dominoes to land and remember that the motion will continue in the same direction on the floor below after the explosion. G.I. has to really heave-ho to pick up an Exploder.



TUMBLERS

Tumblers are possibly the most useful dominoes. Once in motion, they continue until you stop them, tumbling end-over-end and changing direction when they strike other Stoppers or standing Delay dominoes. They must drop before the Trigger domino falls, though. Run them off the lower ledge, trip them up with stars, or put a regular domino in the way.



DELAY



When you need time to maneuver, take advantage of Delay dominoes. After they're pushed, they remain standing for a few moments, giving you time to get moving. Another Delay advantage is that other dominoes bounce backwards when they hit them and start the flow in the opposite direction. You can also pick Delayers up and move them after they've been hit, as long as they haven't yet fallen.



BRIDGER

When Bridgers topple, they span gaps in the direction they're pushed—unless they hit Delay dominoes. In that case, they bridge back in the opposite direction if there are gaps there. If placed just before Exploders, they immediately fill holes caused by the explosions. If you need to jump through a gap to reach the exit on a lower level, be sure to jump down before the Bridger is triggered.



ASCENDER

When you shove Ascenders, they fly up to ledges directly above. They stop briefly, then flip up again in the direction they were pushed, starting runs if they strike dominoes. If there are openings, they continue to fly up, but if they flatten on ledges, they stick. Ascenders that strike Delay or Stopper dominoes bounce back in the opposite directions.





RUN 'EM DOWN!

G.I. Ant has his work cut out for him. Some rooms have ladders that he can use to carry dominos up or down. In others, he has to jump from ledges to get to areas below. He can fall only one floor at a time, and

he can't jump up at all. He can return to higher floors only by ladder. When you first enter, start a run and see what happens. The solution may be simpler than you think.



TRY A SWIFT SWITCH

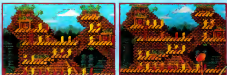
A simple switch starts the perfect run here. Switch the positions of the Standard and Vanishing dominos and shove off, but look before you leap. You must jump from the left side of the ledge, not the right, so reach the exit.



78

BUILD SOME BRIDGES

Move the Exploder down one floor and place it to the left of the Bridger one space. Now take two Standard dominos back up and shove off.



39

TAKE IT EASY

Time's tight! Move the four Standard dominos to the upper level, as shown. Push, jump down to the right and move the Stopper all the way to the left.





51

HOP TO IT

Move the Splitter and Exploder from the ledge in the upper left to the positions shown. Instead of starting the run by pushing, pick up a Standard

domino and jump from the ledge onto the Splitter. After the explosion, jump down to the right, climb the ladder to the platform with the Trigger and push,



67 TRAP THE TUMBLER

Arrange the three dominos on the left in a Bridger-Exploder-Stopper combo, then move the Stopper from the platform above the en-

trance down to trap the first Tumbler. Let the second Tumbler fall into oblivion, then blast through the floor, taking a Stopper with you.



75

IT'S A BLAST

Carry the Stopper down the ladder, then climb back up and jump from the left. Leave the right Tumbler where it is. Put the other one beside the Trigger. Move the Bridger over next to the Exploder, then push the Tumbler and bomb a tunnel to the top.





RAPID FIRE!

TAKE AIM ON THESE BLAZING GAMES!

Nintendo's Super Scope comes with six games. That's great, but we knew you wanted more! Now, the first round of supplementary Super Scope titles is hitting the stores. X-Zone from Kemco, Bazooka Blitzkrieg from Bandai, and Battle Clash from Nintendo will take Super Scope owners to new worlds to do battle with some amazing robots and invading alien forces. Because the Super Scope has such a great degree of precision, the play control or "shooting control" on each of these games is excellent. X-Zone and Bazooka Blitzkrieg have an option which allows you to place crosshairs on the screen by pressing the Cursor Button. Shoot from the hip—you don't even have to look through the sight! As far as graphics go, Battle Clash is the winner of the three. There is fantastic detail on the robot bosses and backgrounds. Basically, the strategy of these three games is to shoot everything in sight... at the right time. Quick reflexes and a good eye will turn you into a Super Scope champion!



BATTLE CLASH



BAZOOKA BLITZKRIEG



X-ZONE

BATTLE CLASH™

© 1992 Nintendo

SUPER SCOPE
ROUNDUP

A WORLDWIDE BATTLE

The 21st century ushered in a new era of technology. The 21st century also saw the collapse of 20th century values and the world economic structure. Natural disasters and war raged across the globe. The Earth became a world of hopelessness. The only form of amusement left was the Battle Game. Standing Tanks, or ST's, were created. They were giant, hydraulically operated robots which often took on human-like forms. Help Mike and his ST Falcon take on the Battle Game masters.



1 WHO'S THE FOOL?

Guido, the slob who pilots Garam, thinks you are very foolish to challenge him and his green, frog-like robot. After demolishing his ST, he'll still be unable to accept the fact that you are a force to be reckoned with.



The ST battles begin in New York and will take you to the four corners of the world... and beyond!



One arm goes! Use machine gun fire to head off Garam's guile attacks.



Work quickly on the other shoulder and the chest area to finish Garam off!



2 SCARAB

For the second battle, you'll travel to Cairo to clash with Ikhmaton and his expensive Scarab. It's rumored that the Scarab has a weak spot in its mid-section. If you happen to see a door open up, take aim and nail the area with an Energy Blast.



An Energy Blast won't damage Scarab's thick armor. Look for a weak spot!



A hot! There'll be elusive weak spot! Scarab is now vulnerable to attack.



A nice head shot, but try to concentrate mainly on Scarab's weak spot!



Shooter will whine about how much his Scarab cost after you shut it off!



3 LORCA

This robot jockey from London thinks his ride is the most beautiful thing on the face of the Earth. Actually, he thinks he's the most beautiful thing on Earth. He'll be sorely mistaken when you mess him up! Lorca is not very large and can move quite fast, so it can be difficult to hit him.



Lorca moves quickly, so you may have to "lead" him a bit to score hits.



Lorca fires off a barrage of shots when it jumps up and spins around.



You can blow Lorca's limbs off, but they will come back. Keep firing!



You've got a Bomb in reserve. Use it!

SUPER NES

TIME TO SWEEP THE STREETS

BAZOOKA BLITZKRIEG

Sylon Inc.'s robots have invaded your city. No one seems to know why. Armed with your Super Scope and a ration of rockets, your job is to terminate all of the robots in the city. Move through the streets and scope out anything that looks like it doesn't belong. You can also blast things that *do* belong! Earn bonus points by annihilating

cams, hostiles, street lights and street signs. Don't let the "amusement factor" distract you from your mission, though.



1 ROBOT ROAD

This street is laced with an assortment of formidable mecharoads. Be careful when shooting windows—there may be a robot lurking behind it just waiting to shoot you!



A robot appears in the window.



Heil! Be sure to get the Life Pod.



Blaze the blue robot with a rocket.



STREET BOSS

Hold the Fire button down and fire off your full supply of rockets if necessary. Don't click the Color button to launch a rocket.



2 BANZAI BRIDGE

Robots on rocket cycles fly by and will try to gun you down. A well-placed rocket blast will take out the helicopters in the background. You'll need to lead them a bit to score a hit.



Shoot the robots first, then go for the helicopters in the background.



Don't over shoot the Skull Fuel. Some of your Energy will be taken away.



3 ELEVATOR ACTION

The invading robots have taken over a building that was under construction and are using it as a base of operations. Take the elevator up, take aim, and gun down the robots.



Nice shot! You won't be able to shoot through the grates or railings.



The drydock jockeys will show up between the grates. Rockets away!

MOTHER SHIP

Shoot the cannons on the side of the ship before they shoot you. Hit the front of the ship with rocket blasts.



ROCKET LAUNCHER

To prevent the rockets from the boss from firing, use the "Fire" button to fire them out before they have a chance to reach you.



INFILTRATE THE X-TERMINATION ZONE

The Nation's defense system has suffered a malfunction. Your mission in X-Zone is to infiltrate the research center, Compound X. The defense system mainframe Bio-computer is located there. Luckily, you have been provided with a fully decked-out, Class A Exo-armor suit. Compound X is located in the middle of a vast desert. When you think about it, total global extinction would not be a good thing. However, it just may happen if you can't complete the mission!

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SUPER SCOPE ROUNDUP



TM



1 DOWNWARD DESCENT

Using the anti-gravity floatation boots that your Exo-armor suit is equipped with, you'll descend toward Compound X. You'll know when your targeting mechanism has locked on to an enemy because red crosshairs will appear on it.



Here the Rocket Pods and Drones.



Use the crosshairs to target enemies.



Shoot the Power Pod to gain energy.

HIP SHOOTING

One of the nice things about X-Zone (and Bazooka Blitzkrieg) is the crosshairs option. By pressing and holding the Cursor Button, the crosshairs appear on the screen. You can hold the Super Scope anywhere. How about slanting from behind your back?



2 DESERT STRIKE

When you arrive at the desert floor, a bevy of robotic ground forces will be there to meet you. The screen scrolls to the right, but enemies will be coming at you from all angles.



Uh-oh! You're about to get hit, but your Puma Launcher can save you.



A Melta-drome has surfaced. Shoot it. Then shoot the valuable Power Pod!

BLOW ITS HEAD OFF!

The Alpha Class Patrol Tanks won't go down easily. Trash their upper half first, then the legs. Get the Power Pod!



3 FORTIFIED WALL

The outer wall and gates surrounding Compound X have been heavily fortified with machine gun batteries, artillery cannons and extremely fast anti-personnel Sentries.



Just shoot everything in sight because everything in sight will blow up!



This scudal hover-craft will rain a barrage of missiles down upon you.

NEW SCOPE TITLES

There are more great Super Scope games in the works and on the way soon. T2: The Arcade Game promises to be a big blast! The Hunt for Red October and a Tom & Jerry game will also have Super Scope options.

SUPER NES

Catch MARCH M






1993 NCAA

**FINAL
FOUR**

NEW ORLEANS

Grand Prize:

- 
 WIN A TRIP FOR 2 TO
NEW ORLEANS
- 
 GET TICKETS TO THE NCAA
FINAL FOUR GAMES
COURTESY OF *Rawlings*
- 
 TAKE HOME AN NCAA
BASKETBALL GAME FOR
YOUR SUPER NES

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

- A. Which games are at the top of your holiday wish list? (Use the numbers from the back of this card to identify the games.)**
1. Super NES
a. ___ b. ___ c. ___
 2. NES
a. ___ b. ___ c. ___
 3. Game Boy
a. ___ b. ___ c. ___
- B. What kind of Player's Guide would you like to see us come out with next?**
1. A Super NES II Guide
 2. A Guide on one game, like Zeld: A Link to the Past and Mario Mania
 3. A Guide on a special topic, like the Top Secret Passwords Guide or the NES Game Atlas
- C. Would you like to know more about the people who make Nintendo Power?**
1. Yes
 2. No
- D. What do you do with the poster that comes in each month's issue?**
1. I always take it out to hang on the wall.
 2. If I really like it, I hang it up.
 3. I never take it out. I keep it in the magazine so I can use the maps on the back of it.
 4. I never take it out. I always keep my magazines intact.
 5. I don't care about the poster.
- E. How old are you?**
- | | | |
|------------|----------|----------------|
| 1. Under 5 | 3. 12-14 | 5. 18-24 |
| 2. 6-11 | 4. 15-17 | 6. 25 or older |
- F. Sex**
1. Male
 2. Female

Please use the game titles on the back of this card to answer the following questions.

- G. Please indicate, in order of preference, your five favorite NES games.**
- H. Please indicate, in order of preference, your five favorite Game Boy games.**
- I. Please indicate, in order of preference, your five favorite Super NES games.**
- J. Trivia Test: Which team won the 1992 NCAA Championship?**

Answers to the Player's Poll - VOLUME 43

Name _____ Tel. _____

Address _____

City _____ State _____ Zip _____

Membership No. _____ Age _____

Please answer by circling the numbers that correspond to the survey questions above.

A. 1. a. ___ b. ___ c. ___ 2. a. ___ b. ___ c. ___ 3. a. ___ b. ___ c. ___

B. 1. ___ 2. ___ 3. ___ **C.** 1. ___ 2. ___

D. 1. ___ 2. ___ 3. ___ 4. ___ 5. ___ **E.** 1. ___ 2. ___ 3. ___ 4. ___ 5. ___ 6. ___

F. 1. ___ 2. ___

G. Indicate numbers 1-80 (from list on back of card) 1. ___ 2. ___ 3. ___ 4. ___ 5. ___

H. Indicate numbers 81-120 (from list on back of card) 1. ___ 2. ___ 3. ___ 4. ___ 5. ___

I. Indicate numbers 121-181 (from list on back of card) 1. ___ 2. ___ 3. ___ 4. ___ 5. ___

J. Trivia Test Answer _____

Plus... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:
Nintendo Power Magazine,
 P.O. Box 97032
 Redmond, WA 98073-9732

NES Games

- 1 The Addams Family
- 2 Adventure Island 2
- 3 Adventure Island 3
- 4 Balloon Fight
- 5 Baseball Stars
- 6 Baseball Stars 2
- 7 Baseball Stars 3
- 8 Baseball Stars 4
- 9 Baseball Stars 5
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- 104 Baseball Stars 100

Game Boy Games

- 1 The Addams Family
- 2 Adventure Island
- 3 Balloon Fight
- 4 Baseball Stars
- 5 Baseball Stars 2
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Super NES Games

- 1 The Addams Family
- 2 Adventure Island
- 3 Balloon Fight
- 4 Baseball Stars
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NINTENDO POWER T_s



50 Winners

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To enter, either fill out the Player's Poll response card or print your name, address, telephone number and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

**NINTENDO POWER
PLAYER'S POLL CONTEST** Vol. 43
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One entry per person, please. All entries must be postmarked no later than January 2, 1993. We are not responsible for lost, stolen or misdirected mail.

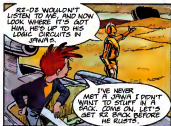
On or about January 15, 1993, winners will be randomly drawn from among all eligible entries. By accepting these prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further

compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after January 30, 1993, send your request to the address above.

GRAND PRIZE TRIP: Nintendo will provide Final Four tickets and arrange air travel and accommodations in New Orleans for the Grand Prize winner and one guest. If under 18, the winner must be accompanied by a parent or legal guardian. The winner must also provide written release to Nintendo of America Inc. Estimated value of the grand prize is \$3000. Exact date of the trip is subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability. Some restrictions apply. This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void where where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

NESTER'S ADVENTURES

SUPER STAR WARS





ACTRAISER

Nathan Sheffield	Kingland, GA	Finished
Michael Slaughter	Red Springs, FL	Finished
Mike Adams	Spring Valley, CA	Finished
Mark Fitzgerald	Gibbstown, PA	Finished
Paul Kromowicki	Wheaton, MD	Finished
Rik Noveck	Orem, UT	Finished

BATMAN: RETURN OF THE JOKER

Mike Siedel	Plymouth, ME	Finished
Jeff Sneed	Milford, OH	Finished
Northon Darkson	Ridgely, IA	Finished
Nicholas Ryan	Newark, NJ	Finished
Chris & Lynn Krueger	Medford, MA	Finished

DARIUS TWIN

Mike Balle	Livingston, NJ	Finished
Wesley McGrew	Colfaxville, MS	Finished
Andrew Arzoo	Luxemburg, CA	Finished
Judith-Judy Moody	Wilkes, CT	Finished
John Keyser	Belmore, MD	Finished
Mary Novek	Madison, WI	Finished
Lee Vickers	Manchester, TN	Finished
Neal Vunick	Coulterville, IL	Finished

DR. MARIO

Sandy Wolfe	Albany, MN	375,100
Mike Halasz	Lutetia, NH	370,100
Yvonne Oshorn	Seawassett, CA	270,100
Thomas Hahn	Des Moines, IA	263,100
Neil Mann	Des Moines, IA	264,200

DRAGON WARRIOR III

Charles Johnston	Lake Land, FL	Finished
Steven Brudakov	Antioch, CA	Finished
Courtney Gray	Rockville, TN	Finished
Eric Fuller	El Paso, TX	Finished
Curly Zenger	Alamogordo, VA	Finished
John Taghianese	Doerban Heights, MI	Finished
Richard Gormick	Havertown, PA	Finished

FINAL FANTASY II

David & Corley Phillips	Albany, AL	Finished
Matthew Johnson	Calandria, IN	Finished
Jason Han	Orangeburg, NY	Finished
Jason Insley	Grand Rapids, MI	Finished
Jason Ireland	Silvis, IL	Finished

HOME ALONE

Brian O'Donnell	Acton, MA	Finished
Debra Greene	Grand Junction, IA	Finished
Derek Johnson	Waynesville, NC	Finished
James Babson	Wasson City, TX	Finished
Michelle & Jerry Hergen	Scranton, PA	Finished
Scott McWhorter	Bellevue, IL	Finished

LAGOON

Jack & Ben Coenen	Rockville Centre, NY	Finished
Jon Waale	Marlette, GA	Finished
Richard Stauber	Dallas, TX	Finished
Rick Wilford	Newman, TX	Finished
Alan Gutierrez	Youngstown, OH	Finished
Ceming Gilber	Jacksonville, FL	Finished
Jack Grubbs	Hortsville, NY	Finished
Kathleen Sanders	Houston, TX	Finished
Michael & Alison Stewart	Warren, MA	Finished
Kevin Houston	Dulles, VA	Finished

THE LEGEND OF ZELDA A LINK TO THE PAST

Blake Cornell	Johns River Station, CA	Finished
John Breslin	Vincennes Beach, VA	Finished
Craig Semell	Houston, TX	Finished
Doug Nepe	Turkville, IL	Finished
Edward Seaman	Jackson, MI	Finished
Joan Lolla	House Park, SC	Finished
Mark Oakley	Terra Haute, IN	Finished
Richard & David Leitch	Brentwood, WA	Finished
Robert Stangor	Las Vegas, NV	Finished
Carl Christopherson	Aliso, CA	Finished
Clinten Ruppert	Somerset, PA	Finished

METROID II RETURN OF SAMUS

Tary Williams	Floerington, IN	Finished
Chris Smith	Arcos, IA	Finished
Ken Kelly	Calandria, IN	Finished
Jose Contreras	Chicago, IL	Finished
Doug Phillips	Twin Falls, ID	Finished

MONSTER IN MY POCKET

Tin Perry	Orangeville, ON	Finished
Charles LeMarch	Milburn, NJ	Finished
Martin Proszasz	Lafayette, LA	Finished
Adam & Alex Messon	Salem, OR	Finished
Derek Taylor	Bolivar, MD	Finished
Joanne Klunker	Newport, OR	Finished
William Cooner	Brookings, OR	Finished
Kyle Ryan	Morgantown, WV	Finished

THE SIMPSONS: BART VS. THE WORLD

Justin Lindy	Edinburg, NY	Finished
Craig Meloni	Olmstead Falls, OH	Finished
Jay Carlsweigt	Brighth, NC	Finished
Bob White	Oxford, MI	Finished

SUPER CASTLEVANIA II

Ryan & Brent Donaldson	Hevaston, OH	Finished
Joseph Harris	Lake Wales, FL	Finished
Andy & Ryan Melton	Worn, MD	Finished
Carlos Koves & Carlos Morales	Bensford, PA	Finished
Chif Hoy	Laguna Hills, CA	Finished
Kenney Newman	Myrtle Hill, SC	Finished
Steady Latham	Superior, WI	Finished
Rob & Matt Perkins	Alexandria, CT	Finished
Roy Bellas	Cowles, MI	Finished

SUPER MARIO LAND

Wesley Stein	Steele City, CA	Finished
Luther Anton	Wilton, IL	Finished
Colton Butler	Houston, TX	Finished
Sammy West	Brooklyne, NY	Finished
Michael Ferguson	Palmer Springs, CA	Finished
Kevin Cole	Zelien, NC	Finished
Ty Frosch	Werkent, NY	Finished

SUPER MARIO WORLD

Jason Goodhue	Manchester, NH	Finished
Jason Melnick	Lynn, MA	Finished
Tom Hubner	Soled Louis, MO	Finished
Terry Davis	Waltham, SD	Finished
Mark & Jim Finch	Ambury, MI	Finished
Super Spudski	Apache Junction, AZ	Finished
Chris & Steven Goulter	Crook, NC	Finished
Mike Shenon	Washington, DC	Finished

SUPER R-TYPE

Derek Friesz	Jackson, MD	Finished
Jason Petersen	Farmington, CA	Finished
Mike My	Denver, CO	Finished
Rocky Hunt	Los Angeles, CA	Finished
Dimitri O'Hardy	Chicago, IL	Finished
Engh Dupis	Springwood, NJ	Finished

Join the league of Power Players by sending photos of your high scores to:

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TOP 20

The big movers for the last Top 20 of 1992 were the Super NES *Turtles* and *Super Mario Kart*. Early Pro voting for Capcom's *Magical Guest* gave it a very strong showing. Likewise, *Super Mario Land 2* and *Mega Man II* made impressive moves in the Game Boy category. It's lookin' hot for '93!

NES

1 11,903
POINTS

6 MONTHS

SUPER MARIO BROS. 3



The silly look on Bowser's face when he tumbles through the castle floor is just too good not to repeat.

2 10,746
POINTS

6 MONTHS

THE LEGEND OF ZELDA



What hasn't been said about this fantastic game? Maybe we'll think of something clever to say next month!

3 7,499
POINTS

10 MONTHS

MEGA MAN IV



Dr. Wily kidnapped Dr. Cozack's daughter and has deployed Toad Man and a cast of others to stop Mega Man.

4 7,083
POINTS

BATTLETOADS

Their point total fell almost a thousand beans from last month, but the Toads still gained a spot.

5 6,154
POINTS

TMNT III: THE MANHATTAN PROJECT

Falling three spots, but not out of the Top 5, the Turtles continue to hone up on their ninja skills.

6 6,066
POINTS

TECMO SUPER BOWL

7 6,044
POINTS

FINAL FANTASY

8 4,242
POINTS

MEGA MAN II

9 3,920
POINTS

MEGA MAN III

10 3,661
POINTS

DR. MARIO

11 3,770
POINTS

TETRIS

12 3,689
POINTS

ZELDA II: THE ADVENTURE OF LINK

13 3,551
POINTS

METROID

14 3,353
POINTS

SUPER MARIO BROS. 2

15 3,286
POINTS

DRAGON WARRIOR III

16 3,109
POINTS

MEGA MAN

17 3,022
POINTS

TMNT II: THE ARCADE GAME

18 2,456
POINTS

YOSHI

19 2,325
POINTS

CRYSTALIS

20 2,208
POINTS

MONOPOLY

SUPER NES

1 21,181
POINTS

6 MONTHS

STREET FIGHTER II: THE WORLD WARRIOR



Capcom's Super NES translation of the arcade sensation gives game playing nations cause for celebration!

2 16,655
POINTS

12 MONTHS

THE LEGEND OF ZELDA- A LINK TO THE PAST



The young lad, Link, waits for the day when Ganseadorf the Thief will leave his homeland of Hyrule for good.

3 9,941
POINTS

2 MONTHS

TMNT IV: TURTLES IN TIME



Players everywhere are jumping into Shredder's Time Gate and are warping along with the rockin' Turtle brigade.

4 SUPER MARIO WORLD
7,203
POINTS

What's the easiest way into the Valley of Bowser? Players are still fighting hard to get in there.

5 CONTRA III: THE ALIEN WARS
6,194
POINTS

Jumbo and Sully blast their way back into the Top 5 as they assault Red Falcon's Main Base.

6 5,997
POINTS

FINAL FANTASY II

7 5,051
POINTS

SUPER CASTLEVANIA IV

8 4,070
POINTS

F-ZERO

9 3,554
POINTS

SIMCITY

10 3,324
POINTS

SUPER MARIO KART

11 3,263
POINTSMAGICAL QUEST STARDUST WICKED WOOD12 3,108
POINTS

MARIO PAINT

13 2,675
POINTS

SUPER STAR WARS

14 2,615
POINTS

ACTRAISER

15 2,652
POINTS

SUPER GHOULS 'N GHOSTS

16 1,986
POINTS

WWF SUPER WRESTLEMANIA

17 1,983
POINTS

FINAL FIGHT

18 1,735
POINTS

TOP GEAR

19 1,693
POINTS

KRUSTY'S SUPER FUN HOUSE

20 1,587
POINTS

THE ADDAMS FAMILY

GAME BOY

1 12,961
POINTS

27 MONTHS

SUPER MARIO LAND



Soon, everyone will catch on to Mario's second Game Boy adventure, but his first outing still rules supreme.

2 11,954
POINTS

12 MONTHS

METROID II: RETURN OF SAMUS



Sell battling the point spread for the coveted top slot, Samus Gains a little ground on Mario this month.

3 6,390
POINTS

13 MONTHS

BATTLETOADS



Jumping up once again, it just goes to show that it ain't easy keeping a good group of battling Toads down.

4 DR. MARIO
5,342
POINTS

He still has the cure. If you don't know what the cure is...you should definitely find out!

5 MEGA MAN II
4,806
POINTS

This game managed to make its way into the upper regions of the Top 20. It debuts in a big way!

6 4,702
POINTS

SUPER MARIO LAND 2-4 GOLDEN OMBS

7 4,636
POINTS

FINAL FANTASY ADVENTURE

8 4,282
POINTS

TMNT: FALL OF THE FOOT CLAN

9 4,219
POINTS

FINAL FANTASY LEGEND II

10 4,067
POINTS

THE SIMPSONS: ESCAPE FROM CRIMP HEADS

11 3,902
POINTS

TMNT II: BACK FROM THE SEWERS

12 3,808
POINTS

MEGA MAN IN DR. WILD'S REVENGE

13 3,685
POINTS

FINAL FANTASY LEGEND

14 3,354
POINTS

YOSHI

15 3,172
POINTS

FACEBALL 2000

16 3,162
POINTS

BATMAN: RETURN OF THE JOKER

17 3,094
POINTS

KIRBY'S DREAM LAND

18 3,553
POINTS

CASTLEVANIA II: BELMONT'S REVENGE

19 2,449
POINTS

CASTLEVANIA: THE UNDERGIRD

20 2,432
POINTS

TETRIS

PLAYERS PICKS

WHAT ARE YOUR FAVORITE NES GAMES?

PLAYER'S PICKS

Aaron Rader
Bettendorf, IA



TMNT II: The Manhattan Project
Mega Man II
Tecmo Super Bowl
The Legend of Zelda
Gremkins 2

PLAYER'S PICKS

Corey Kaiser
Snohomish, WA



Mega Man II
Battletoads
Ninja Gaiden II: The Ancient Ship of Doom
Final Fantasy
Castlevania II: Dracula's Curse

PLAYER'S PICKS

Arend Miller
Camanche, IA



The Immortal
Mega Man II
The Uninvited
The TMNT II: The Manhattan Project
Skate or Die 2

PLAYER'S PICKS

Antonio Lucero
Alamogordo, CA



Super Mario Bros. 3
Battletoads
Mega Man II
Double Dragon II
TMNT II: The Arcade Game

PLAYER'S PICKS

Steward Raven
Stockton, CA



Mega Man II
Super Mario Bros. 3
Rescue Rangers
Punch-Out!!
Super Mario Bros.

PLAYER'S PICKS

Kristoffer Dizon
San Francisco, CA



TMNT II: The Manhattan Project
Super Mario Bros. 3
WWF Wrestlemania Challenge
Major League Baseball
Mega Man II

PLAYER'S PICKS

PLAYER'S PICKS

PLAYER'S PICKS

TAKE 5

The readers of Nintendo Power have voted these games to be their Top 5 NES Role Playing games. Cast a vote for your favorites in the Player's Poll this month.

Top 5 Game Boy Action/Adventure games:
Player's Picks for December 1992

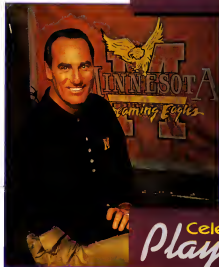
1. Super Mario Land

2. Metroid II: Return of Samus

3. Battletoads

4. TMNT II: Back from the Sewers

5. TMNT: Fall of the Foot Clan



Craig T. Nelson

If Craig T. Nelson — winner of the 1992 Emmy Award for Outstanding Lead Actor in a Comedy Series for his portrayal of “Coach” — were to create his own Nintendo video game, its object would be to find lost car keys or locate missing dogs. That doesn’t describe your typical video game, but then, Craig T. Nelson is far from your typical actor. With writing, directing, producing and starring to his credit, he has little spare time. When he does, you’re likely to find this actor, an auto racing enthusiast, either on the racetrack or at home playing video games in preparation for the “real thing.”

Celebrity Player Profile

NP: If Nintendo were to design a video game specifically for you, what would its goal be?

CTN: It would be great to have Nintendo develop this game for me in particular. Since I’m always looking for my car keys or my dogs, it would be fantastic to have Nintendo invent a game in which the object is to find misplaced car keys and locate lost dogs.

NP: If you could design a video game yourself, what would it be about?

CTN: As a matter of fact, I’ve been thinking about doing exactly this for quite a while. If I were to design a Nintendo game, it would be a graphic race course. The player would actually be seated in the driver’s seat. It would almost be “environmental” — the driver would be able to tell how fast he’s going and feel the thrill and emotions that go along with speed. This game would also have makezack capabilities.

NP: What is your favorite video game?

CTN: My “favorite” game changes on a regular basis. I’ve always enjoyed the racing games, but the Mario Bros. games became too complex for me. My earliest favorite is F-Zero. As a car enthusiast, I use F-Zero to help me with my driving concentration. I usually play F-Zero the night before a race. I have found that if I can do really well on F-Zero, my concentration

the following day is right on target. It’s a great preparation tool for me.

NP: Where do you usually play Nintendo games?

CTN: I particularly enjoy playing games at home with my son on the weekend, when I have some free time. I’ll tell you something that’s very interesting to me: when I was a kid growing up, my diversions were the radio and comic books. And now, kids are growing up with video games. It’s fascinating to see how growing up with Nintendo has helped my son with computers and other high-tech equipment.

NP: As you know, Mario is the ultimate Italian plumber. How would he fare with you as his Coach?

CTN: Oh, he’d be in DEEP trouble that is, if I could ever catch up with him. And if I ever did catch up with him, he would make those distracting sounds of his and divert my sense of concentration. Urrgh...it’s so frustrating.

NP: The character you play, Coach Hayden Fox, has been described as a self-centered, blustering but fundamentally goodhearted man. How are you similar to or different from “Coach”?

CTN: I am dynamically different from the character I play on “Coach.” Our lifestyles and priorities are completely distinct. If

Coach Hayden Fox were to meet me, he would dislike me immediately. Without a doubt, I would find him much more interesting than he would find me.

NP: What advice can “Coach” give to Nintendo players?

CTN: I’d like to encourage all Nintendo players to become avid readers, as I encourage my own son to be. I feel that reading is the foundation for the ability to communicate. If it were a Nintendo game or anything else that allows for the communication of information, I would be a real fan.



Craig T. Nelson, pictured here with the rest of the cast, calls the plays on his hit weekly sitcom, “Coach.”

NOW DECEMBER 1992 PLAYING



TWO GUYS' OPINIONS ON THE LATEST RELEASES

There are a lot of new releases to talk about in this issue. So let's get right down to it.

F-117A STEALTH FIGHTER

The sleek Stealth Fighter soars through nine risky missions in this two-player, simultaneous flight simulator. One player pilots the jet while the other player controls weapons systems. Fight off squadrons of enemy jets, then set your sights on ground targets in Libya, the Middle East and other dangerous locations.

GEORGE I got lost in the clouds trying to figure this one out. I think that you'd have to spend a lot of time learning how to control the fighter before you could have a really rewarding playing experience.

ROB I didn't get anywhere near my ground targets when I was playing this game because I was too busy blasting jets out of the air. It would be easier if you could start closer to the targets. As it is, it's a little too confusing. I'd only recommend it to real fighter plane fanatics.



WIDGET

The wacky purple alien, Widget, clashes with the likes of Mega Slank, Bizarro, Dr. Dante and Flim and Flam McSham in this five-stage side-scroller. He can transform into various shapes in order to bank the baddies and get hints from the Mega Brain if he's at a loss for winning moves.

GEORGE This is an above average side-view action game, but I think it may be a little difficult for the mostly young audience that it is likely to attract.

ROB My first impression was that the game would be good for young players because of the graphics and the characters, but it's pretty hard. I think that only someone with great reflexes could get very far in this game without being frustrated.



HIT THE ICE

Paired-down hockey teams hit the ice and each other in this fast-paced one- or two-player game. If you've eluded your opponents, you can pull off an unstoppable Super Shot for a guaranteed score.

GEORGE This is an easy-to-understand hockey game. I like the general sense of control and the Super Shot.

ROB It's difficult to figure out who's got the puck when you're on defense in this game. Otherwise, the game is not bad.



ROGER CLEMENS MVP BASEBALL

After successful NES and Super NES releases, Roger Clemens MVP Baseball has made its way to Game Boy. This innovative take on baseball keeps close to the action by switching view-

points while the ball is in play. Teams from Major League Baseball cities compete for division titles.

GEORGE I like the changing viewpoint in this game. It puts a player into the action. But it does take a while to figure out where to throw the ball after fielding it.

ROB I really like this one. It's got good animation and a cool view on the action. The computer-controlled team still beats my team every time. I have a better chance against another human player.

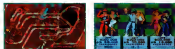


SUPER OFF-ROAD

The nitro-fueled racer, Super Off-Road, completes its Nintendo systems hat trick with this single-player Game Boy translation. Fly by the competition on 14 mud-packed tracks and impure your vehicle using victory loot.

GEORGE I'm glad that the programmers decided not to show the entire track on a single screen. That would've made the Racetracks way too small. As it is, they're tiny, but manageable.

ROB I would have liked for this to be a multi-player game, but it's still fun as a race against computer-controlled vehicles.

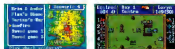


GEMFIRE

The medieval world of Gemfire is split by warring factions. In the four scenarios of this strategy-oriented game, your mission is to unite the provinces by befriending their leaders or taking them over. One or two players can participate by taking turns with the computer-controlled opponents and making moves toward the unification of the land.

GEORGE This one is strictly for fans of strategy-oriented games that have a lot of depth but very little action.

ROB You have to invest a lot of time in this game before it gets really interesting. It's definitely not for players who want immediate gratification.



The opinions of Rob and George do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

GUNFORCE

Alien commandos are annihilating Earth in this two-player simultaneous combat exercise. Your mission is to fight through five stages of alien territory and put an end to the destruction.

GEORGE While the play control is less than intuitive, Gunforce does feature good two-player simultaneous action and some cool vehicles.

ROB I think that I'd rather plug in Contra III: The Alien Wars. This game just seems like a tired imitation.



HOME ALONE 2: LOST IN NEW YORK

Home Alone 2: Lost in New York follows Kevin McCallister as he eludes the bumbling burglars, Harry and Marv, and survives an adventure in the Big Apple. Super NES, NES and Game Boy versions of this four-stager follow the same script. After a race through a posh hotel, Kevin dashes through Central Park, battles the burglars in a huge townhouse and makes a run for it through the city streets. Kevin's special items include a Super Punch Gun and a Bell that allows him to knock out enemies with a super somersault.

GEORGE The graphics are pretty cool for the Super NES version of this game. I also like the Super Punch Gun and the somersault move. What I don't quite understand is why there are jumping garment bags and suitcases that move by themselves.

ROB The good news is that this game is consistent on all three systems. The bad news is that it's not great. I find it to be frustratingly difficult at the beginning. The first thing that happens in the game, if you wait around for two seconds, is that Kevin is strangled by the bellhop.



Super NES, NES and Game Boy versions of Home Alone 2: Lost in New York follow the story of the hit movie through four stages of burglar-busting action.



JEOPARDY! FEATURING ALEX TREBEK

The digitized image of Alex Trebek provides the answers and up to three players attempt to buzz in with the appropriate questions in this Super NES adaptation of the popular game show, Jeopardy! In addition to great Super NES graphics and 3,500 all new answers and questions, the game includes a Stopper that gives the contestants several seconds to read an answer before they are allowed to buzz in with a question.

GEORGE

This one's a lot of fun and a must-have for Jeopardy! fans.

ROB

I like this game a lot. But even with 3,500 answers and questions, I ran into a few repeats after three playing sessions. That might be a concern for players who plan on playing the game a lot.

**PRINCE OF PERSIA**

A young adventurer has two hours to escape from the dungeon of a huge Persian castle and climb 20 floors to the top of the tower in order to save the princess from the evil Jaffa. This Personal Computer classic, which has also been adapted to Game Boy and the NES, features incredible character animation and detailed graphics.

GEORGE

This is a very fun and challenging game. Since the character moves so smoothly on the screen, he almost seems real. It does take a while to get used to the controls and, for that reason, can be frustrating at times. But overall, it's a great game.

ROB

The Prince of Persia games have brought on a real revolution in character movement. This one has fantastic graphics and animation. Some of the ways that the character bites the dust may be a little too graphic, but that would be my only point of criticism.

**RACE DRIVIN'**

This arcade game translation features three race tracks and a from-the-driver's-seat viewpoint. The object is to stay on the track, cross the check points in the allotted time and complete as many laps as you possibly can.

GEORGE

I like the idea of daredevil driving on jumps, loops and banked turns, but the action in this game is so rough and slow that driving through these areas gives no sensation of danger or realism.

ROB

It's not as thrilling as it could be.

**Q*BERT**

The wacky round character with the large nose makes his Super NES debut in this fast-paced puzzle. Help Q*Bert clear more

than 100 playfields of cube-hopping action and avoid contact with Bad Balls, Godies and other Q*Bert-crushing creatures.

GEORGE

I don't quite see why there's a need for a Super NES version of Q*Bert since the game and character are so basic, but it is well executed.

ROB

I kept jumping off the edge when I was playing this game. I just didn't have a lot of control over my Q*Bert because of the angular shift between the controller and what you see on the screen. Nevertheless, I do like the graphics and variety of the game and I know that, in time, I could learn to keep control over the character.

**CALIFORNIA GAMES II**

California Games 2 from DTMC brings home the fun of the Golden State to Super NES players everywhere. The five events are hang gliding, skate boarding, snow boarding, body surfing and water jet racing. Nothing is exactly what it seems in California. These events all have some wild twists, such as in hang gliding, during which you drop water balloons at following targets while keeping out of the reach of sharks.

GEORGE

I think the fun factor of this game is helped out by the craziness of the events. Dropping water balloons on sharks isn't exactly sane behavior. The comic graphics also look sharp.

ROB

Control on some of the events can be a bit awkward. During the body surfing event, the control sequence for turning at the top of the wave is almost impossible. Too bad there aren't more events or variations of events.

**WARP SPEED**

Star Bases of the Galactic Armed Services (G.A.S.) are under attack. As the pilot of a G.A.S. Starship, you must fly through black holes, from one quadrant to the next, and defend the bases. You can choose to enter any of seven individual missions or clear a campaign of four missions in a row.

GEORGE

There's not a lot of excitement in this game, except during the fighting scenes, and those are sometimes few and far between.

ROB

I don't quite understand why the R Button is used for firing weapons. But, other than that, this is a cool mix of spacecraft simulation and action. I like it.



NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS	GAME TYPE
			G P C T	
BATMAN RETURNS	KONAMI	1P/PASS	3.4 3.5 3.3 3.2	SUPERHERO ACTION
CAESAR'S PALACE	VIRGIN GAMES	1P	2.9 3.3 3.0 2.8	GAMES OF CHANCE
F-117A STEALTH FIGHTER	MICROPROSE	2P-S/PASS	2.7 2.6 2.8 3.0	COMBAT ACTION
HOME ALONE 2: LOST IN NEW YORK	T*HQ	1P	2.5 2.6 2.5 2.5	COMIC ACTION
JAMES BOND JR.	T*HQ	1P/PASS	3.2 2.8 2.9 3.1	SECRET AGENT ACTION
TECMO NBA BASKETBALL	TECMO	2P-S/BATT	3.2 3.1 3.4 3.6	BASKETBALL
WIDGET	ATLUS	1P/PASS	3.1 3.1 2.9 3.1	COMIC ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS	GAME TYPE
			G P C T	
BONK'S ADVENTURE	HUDSON	1P	3.4 3.6 3.4 3.5	COMIC ACTION
F-15 STRIKE EAGLE II	MICROPROSE	1P/PASS	3.1 2.9 3.0 3.1	COMBAT ACTION
HIT THE ICE	TAITO	2P-S	2.8 2.8 2.9 2.9	HOCKEY
HOME ALONE 2: LOST IN NEW YORK	T*HQ	1P	3.0 2.8 2.6 2.5	COMIC ACTION
LOONEY TUNES	SUNSOFT	1P	3.8 3.6 3.4 3.7	COMIC ACTION
ROGER CLEMENS MVP BASEBALL	LJN	2P-S/PASS	3.2 3.0 3.2 3.4	BASEBALL
SUPER MARIO LAND 2	NINTENDO	1P/BATT	4.2 4.3 4.1 4.1	COMIC ADVENTURE
SUPER OFF-ROAD	TRADEWEST	1P	3.0 3.0 2.8 3.0	RACING

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS	GAME TYPE
			G P C T	
BATTLE CLASH	NINTENDO	2P-A	3.8 3.9 3.6 3.7	SUPER SCOPE ACTION
BAZOOKA BLITZKRIEG	BANDAI	4P-A	3.5 3.8 3.3 3.0	SUPER SCOPE ACTION
DESERT STRIKE: RETURN TO THE GULF	ELECTRONIC ARTS	1P/PASS	3.4 3.6 3.8 3.6	COMBAT ADVENTURE
GEMFIRE	KOEI	2P-A/BATT	3.0 2.7 3.3 3.2	ROLE PLAYING
GUNFORCE	IREM	2P-S	3.3 3.0 3.2 2.8	COMBAT ACTION
HOME ALONE 2: LOST IN NEW YORK	T*HQ	1P	2.9 2.8 2.6 2.6	COMIC ACTION
IMPERIUM	VIC TOKAI	1P	3.5 3.6 3.3 3.1	SCI-FI ACTION
JEOPARDY! FEATURING ALEX TREBEK	GAMETEK	3P-S	3.3 3.5 3.7 3.8	GAME SHOW
PRINCE OF PERSIA	KONAMI	1P/PASS	3.8 3.5 3.7 3.9	HERO QUEST
PUSH-OVER	OCEAN	1P/PASS	3.4 3.1 3.8 3.9	PUZZLE ACTION
Q*BERT 3	NTVIC	2P-A	3.2 3.4 3.1 3.3	PUZZLE ACTION
RACE DRIVIN'	T*HQ	1P	2.4 2.4 2.3 2.6	RACING
ROAD RUNNER'S DEATH VALLEY RALLY	SUNSOFT	1P	4.3 2.9 3.6 3.7	COMIC ACTION
SONIC BLAST MAN	TAITO	1P	3.7 3.6 3.8 3.7	SUPER HERO ACTION
SPIDER-MAN AND THE X-MEN	LJN	1P	3.8 3.2 3.4 3.8	SUPERHERO ADVENTURE
WARP SPEED	ACCOLADE	1P/PASS	3.0 3.1 3.3 3.5	SCI-FI ACTION
X ZONE	KEMCO	1P	3.2 3.4 3.2 3.2	SUPER SCOPE ACTION

CHART KEY	PLAY INFO	POWER METER
You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.	Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data. #P = NUMBER OF PLAYERS S = SIMULTANEOUS A = ALTERNATING BATT = BATTERY PASS = PASSWORD	The Prus of Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories. G = GRAPHICS AND SOUND P = PLAY CONTROL C = CHALLENGE D = THEME AND FUN

P



A LOOK INTO THE GAMES OF THE FUTURE

AK WATCH

BLAST OFF

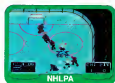
Electronic Arts Play of the Week

NHLPA sounds more like a national plumbing organization than the coolest hockey game this side of Hudson's Bay, but Electronic Arts has really put the action on the ice. NHLPA Hockey '93 (the PA stands for Players' Association) features great realism and playability in the first Super NES hockey game. Besides the exceptional control, which mimics real skating right down to limiting the radius of your turns, NHLPA has solid

graphics, real NHL players, 24 teams, Penalty or Fighting Only options and great sound. The Artificial Intelligence controlling the players on both teams is excellent, which means that scoring is tough, just like in the big leagues.

Another big league sports entry from EA is John Madden Football '93. For straight-forward football action, this game goes the distance, retaining most of the features of last year's hit release.

Special historical teams are a great addition to this version. You can play with such monster squads as the Miami '72 team, Oakland '76, San Francisco '84, Chicago '85, or Big John's all-time all stars. Both NHLPA and John Madden '93 have the standard Electronic Arts Sports Network features of two-player contests. Passwords for continuing play-off action and lots of play options. It's a winning combination.





Sonic Blast Man

TAITO

A new super hero has come to Earth to save the day, and his name is Sonic Blast Man. Taito's latest Super NES street-fighting game may look a lot like Final Fight, but the super moves are all new. Sonic Blast Man can jump, punch, spin,

kick, whirl enemies around and throw them in the trash. That's just for starters. His super 100 megaton punch can stop a speeding locomotive, at least on the demo screen. As for the game, it can get a bit repetitious after a while, but you do

get new moves and greater challenges as you progress. Some of the later enemies, like the semi-invisible creatures in the sewer, are truly unique. If you liked Final Fight, Sonic Blast Man, due out early this winter, should be one Pak to watch.



SimEarth

FCI

For the video game player who has everything, how about your own planet? Last year, Pak Watch looked at a Japanese version of SimEarth in its early stages of development. Now we have the nearly complete U.S. version. FYI, SimEarth is based on a computer game by Maxis, the creators of SimCity, and creation is what the game is all

about. With control over the aspects of a planet's interrelated ecosystems, you must adjust the balance to encourage the growth of life. Once life appears, you must nurture it until it evolves intelligence. The final result may surprise you. You may wind up with a civilization created by insects or dinosaurs. This version has lots of easily accessible feedback and

is actually more fun than the PC original, but don't expect to play it in a hurry. Evolution takes a long time, even on the Super NES. Luckily, there is a way around impotence, because the game includes an unlimited power mode in which you can create life from scratch. A word of warning: fans of SimCity may find SimEarth too slow and complex.



Firepower 2000

SUNSOFT

Here's a shooter with a twist. Instead of flying through space, blasting aliens, you're driving a super high tech tank over a futuristic battlefield, or flying overhead in a chopper. The tank was this Pak Watcher's favorite vehicle. It shoots in eight directions and has special weapons options and a jump feature. The action is even better in the two-player option. One player flies while the other drives. The goal is to destroy the computerized war drones who are taking over Earth.





The Jetsons: Cogswell's Caper

TAITO

Mr. Cogswell is walking all over the rights of the aliens when he sets up a new factory, and it's up to George Jetson to put things right. Taito's NES Jetsons captures the look of the classic cartoon series in a multi-level action game. The running and jumping action takes place

in various space-age levels with lots of moving platforms and not too many enemies. Boss characters at the end are more of a challenge. You'll receive helpful messages from Rosie, the Jetson's robotic maid, and a gopher-like alien, and included rankings of power from Cogswell.

Throughout the game, George picks up objects and throws them (similar to Rescue Rangers) and collects hidden items everywhere. For a solid, fun game with good control and few surprises, look for the Jetsons early next year.



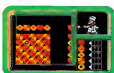
Yoshi's Cookie

NINTENDO

Somewhere along the line, Mario, Yoshi and a cookie factory were added to make it more fun. The basic idea is that scrambled rows of cookies need to be sorted for packing. By mov-

ing the rows, you can match cookies and clear lines. When you clear all the cookies, you'll move on to the next, tougher stage. In this sort of puzzle game, the challenge is never-ending. NES and Game Boy ver-

sions will be released early in 1993. BPS will release a Super NES version with extra game modes later in 1993, including a special puzzle mode designed by Alexey Pajmou, the creator of Tetris.



Ren & Stimpy

T*HQ Games

The latest cartoon craze is Nickelodeon's Ren & Stimpy, a couple of demented critters who always wind up in outlandish situations. This Game Boy action game starts off in space with Ren's life-rod accidentally being out. While Ren drifts around outside the ship, Stimpy bumbles about inside. That's where the action is. Stimpy hops, jumps and spits in an effort to save his pal. In the early version we received from T*HQ, the graphics looked good but the play was still a bit rough. Stay tuned for more.



JAPAN WATCH

Once a year in Tokyo, Nintendo and its Japanese licensee companies get together for the Shohei-ai tradeshow. This year's show was bigger than ever. Top attention-getters included: Final Fantasy V, with up to 100 different character party combinations possible, Sonic Blastman, Top Gear 2 (look for this Pak in mid summer), T&E Soft's Devil Course (golf in impossible fantasy terrain), Power Menger (a PC conversion similar to Populous), SimAnt (take over the backyard with your colony), and Super Mario USA—the game we know as Super Mario Bros. 2—which has never before been released in Japan. The Famicom version of Barcode Battler was also shown, but don't expect to see this dir-hard RPG in the U.S.



Sonic Blast Man



Barcode Battler

GOSSIP GALORE

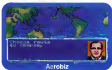
The biggest Pak Watch scoop this month is that Super Empire Strikes Back from Lucasarts is already under development by the same team that created the fantastic Super Star Wars Pak. Darth's return should occur some time next summer. Super NES players have waited long enough for some extra control for their action-packed games. With the new Super Advantage, already released from ASCII, they can have turbo power on all six buttons and an arcade-style joystick. Sunsoft looks like the supreme rulet of Saturday morning software, and their line-up will get even more stupendous in '93 with Superman, Tex, Pirates of the Dark Water and Duck Rogers In The 24th Century for the Super NES. You may remember a Pak Watch mention of an NES game called Crazy Land some time ago. American Softworks has taken that game, added some trolls, and renamed it, The Trolls In Crazy Land, but the game is the same by any other name. Robin Williams' holiday hit, Toys, has been made into a Super NES game from Absolute.

Ocean's Super NES Addams Family: Pugsley's Scavenger Hunt deals with the strangest family ever, while Spot's Cool Adventure, an action game from Virgin Games for Game Boy, has a world peopled by 7-

Up spots instead of humans. If you want a change of pace, maybe Aerobiz—a Super NES airline simulation from Koei—is your ticket to fun. You'll negotiate for routes around the world, buy jets, set ticket prices and run every conceivable aspect of your airline from advertising to maintenance. You can even start price wars! What will they think of next?



Toys



Aerobiz

FUTURE GAMES FOR THE

NES

Ace Harding: Lost In Las Vegas
Best of the Best
Crash Dummies
The Jetsons: Cogswell's Caper
Mega Moe II
Rocky & Bullwinkle
Rollerblade Racer
Terminator
Trolls In Crazy Land
Yoshi's Cookie
Young Lady Chronicles

SUPER NES

Addams Family: Pugsley's Scavenger Hunt
Aerobiz
Batman Returns
Best of the Best
Bubsy
Cal Ripken Jr. Baseball
California Games II
Cybermeter
Dragon's Lair
Equinox
Family Dog
Frostpower 2000
Gods
John Madden Football '93
King Arthur's World
The Last Vikings
Magical Quest/Mickey Mouse
NHLPA Hockey '93
Rocky & Bullwinkle
Sheeghel II
SimEarth
Sonic Blast Man
Super Conflict
Superme
Ter
Toys
Utopia
Wing Commander

GAME BOY

Battleship
Best of the Best
Looney Tunes
Rampart
Rex & Stinky
Speedball 2
Spot's Cool Adventure
Yeeha II

NEXT ISSUE

COMING NEXT MONTH IN VOLUME 44

JANUARY '93 SUPER ISSUE!

We'll bring in 1993 with a bang! This New Year's addition will feature great game reviews, plus a 48-page subscriber only bonus section jam-packed with cool stuff. Bring it on!

MAGICAL QUEST

Starring Mickey Mouse

This is one outstanding game! Mickey has got to find his ol' pal, Pluto. Emperor Pete must've wanted a dog. Capcom has delivered one of the most graphically beautiful games ever. You have to see it to believe it!



SONIC BLAST MAN

POW! BLAM! BAGOOOM! Comic book action comes to life when Taro's hero of justice—Sonic Blast Man—starts knocking heads with the best street-fighting moves since Final Fight.



MEGA MAN 5

You knew it would happen. He's back and we're extremely happy about it! Capcom's fifth Mega Man adventure pits him against the likes of Gyro Man, Gravity Man, Napalm Man and a cast of many others.



POWER PUZZLERS ANSWER KEY

(from Vol. 42, pg. 105)

Match the places ...

1. **G** M.C. Koy
2. **H** Contra II: The Alien Wars
3. **A** Super Mario World
4. **C** Batman: Return of the Joker
5. **B** Darkwing Duck
6. **J** Zelda: A Link to the Past
7. **F** Castlevania II: Simon's Quest
8. **I** Star Trek
9. **D** Metroid
10. **E** Soul Blazer

Match the villains ...

1. **F** The Hunt for Red October
2. **I** Final Fantasy
3. **A** Soul Blazer
4. **G** StarTropics
5. **B** Mega Man II
6. **D** Robin Hood: Prince of Thieves
7. **E** Battletanks
8. **J** Rescue Rangers
9. **C** The Jetsons
10. **H** A Boy and his Blob

Match the objects ...

1. **G** Faceball 2000
2. **E** T&C 2: Thrill's Surtan
3. **H** Super Mario World
4. **I** The Addams Family
5. **C** T.M.I.N.T.
6. **D** Smash T.V.
7. **A** Zelda: A Link to the Past
8. **B** Super Mario Bros. 2
9. **E** Felix the Cat
10. **J** Street Fighter II

Match the characters ...

1. **G** Wacky Races
2. **H** The Rockeater
3. **A** Knasty's Fun House
4. **C** Wings 2: Aces High
5. **B** Zelda: A Link to the Past
6. **J** Power Blade
7. **F** Street Fighter II
8. **I** WWF Super WrestleMania
9. **D** Monopoly
10. **E** Maniac Mansion

CROSSWORD PUZZLE KEY





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Please see the reverse side for all the details on how to win!

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SUPER R-TYPE



GARGOYLE'S QUEST



FELIX THE CAT



**SUPER MARIO LAND 2:
6 GOLDEN COINS**



KICKLE CUBICLE



BATTLE CLASH



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Entries will be postmarked no later than January 15, 1993 and must be received by Nintendo no later than January 20, 1993. Nintendo is not responsible for lost, late, misdirected, incomplete or illegible entries.

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stricken through unaltered elements, in a valid Void where prohibited by law, when being or whose occurrence. To receive a free set of numbered Trading Cards by mail, send self-addressed, stamped envelope (including a hand written request for the address listed above, last name and number of Trading Cards by mail) to our member. No purchase, substitution or cash prize value will be allowed for any prize. All entries become property of Nintendo. Approximate retail value of a Super NES Game Pak is \$49.99, the combined retail value of 500 Super NES Game Paks is \$24,990. All prizes may not be awarded. Actual number of prizes awarded based on actual number of winning and unexpired. Total of Trading Cards to distribute is 400,000. Date of mailing is 1/15/93. Nintendo will be notified by mail no later than March 1, 1993. Prizes are non-transferable. All applicable laws apply. A list of winners will be published online, with a self-addressed, stamped envelope, including a hand-printed request for the address listed above.

*The Game Pak will be a Super NES title that may have been used in a Nintendo display at a retail outlet. Game Pak may use "Game Pak For Real" in Nintendo seal unless that the Game Pak will be in proper working order. The Game Pak title will be chosen by the Nintendo Power staff.

In this issue, as a Nintendo Power Super Power Club benefit, Nintendo is giving away up to 500 Super NES Game Paks** as prizes for collecting the winning combination of three Power Trading Cards. Look in the Player's Pulse section in this issue to find the winning combination of the three Power Trading Cards. If you like, you can trade cards with friends to obtain the winning combination. If you collect the winning combination of three Power Trading Cards, send the following to:

<p>POWER CARD #22</p> <p>FELIX THE CAT</p> <p>QUESTION: The wicket Professor has kidnapped Felix, and it's up to Felix to track them down through some stages! Whether you're dying, playing, eating books, or something from platform to platform, the action never stops!</p> <p>ANSWER: How far can you go without picking up any Mega-Big Power-Ups?</p> <p>Version: First Publisher</p> <p>Manufacturer: First Game</p> <p>Price: To Be Professor</p> <p>SYSTEM: NES GAME TYPE: Coin Action # OF PLAYERS: 1 RELEASED: 1992 COMPANY: Hudson-Soft</p> <p>© 1992 Hudson Soft Co. Felix and Cat: Hudson-Soft, Inc.</p>	<p>POWER CARD #11</p> <p>GARGOYLE'S QUEST</p> <p>QUESTION: You are the legendary Gargolus, defender of the Great Forest, and your great feat has been made by evil and evil wizard! Discover the power of the sun light as you progress through action levels and 170-0-the-temple.</p> <p>ANSWER: Try to make it through the first level without:</p> <p>Version: Looking 2 View</p> <p>Manufacturer: Looking 2 Life</p> <p>Price: Looking 2 Life</p> <p>SYSTEM: Game Boy GAME TYPE: Action Game # OF PLAYERS: 1 RELEASED: 1991 COMPANY: Capcom</p> <p>© 1992 Capcom U.S.A., Inc.</p>	<p>POWER CARD #32</p> <p>SUPER RTYPE</p> <p>QUESTION: Description: The R-Type Empire is on the move again, and it's up to you to stop it! Pilot the Genesis R through various stages of the ever-changing action in the greatest R-Type adventure yet!</p> <p>ANSWER: Challenge: Finish the first stage using only your regular gun and without picking up any Power-Up or...</p> <p>Version: Easy level</p> <p>Manufacturer: Namco level</p> <p>Price: Namco level</p> <p>SYSTEM: Super NES GAME TYPE: Game Shooter # OF PLAYERS: 1 RELEASED: 1991 COMPANY: Namco</p> <p>© 1992 Namco America, Inc.</p>
<p>POWER CARD #41</p> <p>BATTLE CLASH</p> <p>QUESTION: In the distant future, one day another war will erupt. No father's war, and you're in the game's war! Battle powerful Standing Tanks around the world and a giant that ultimately takes you to the cause for the final conflict with the evil "Blaster"!</p> <p>ANSWER: How far can you go without using Bombs?</p> <p>Version: Theater on Easy Level</p> <p>Manufacturer: The Movie on Midway Level</p> <p>Price: Babel on Hard Level</p> <p>SYSTEM: Super NES GAME TYPE: Super Scope # OF PLAYERS: 2 RELEASED: 1992 COMPANY: Nintendo</p> <p>© 1992 Nintendo</p>	<p>POWER CARD #26</p> <p>KICKLE CUBICLE</p> <p>QUESTION: It's up to Kickle to save the Fantasy Kingdom from the wicked "Wizard King" who has finally brought to you the answer on how to his great puzzle adventure!</p> <p>ANSWER: How far is the princess in the Special Level: PUZZLE. Try to beat it 30 Special Rooms using only...</p> <p>Version: Two continue</p> <p>Manufacturer: One continue</p> <p>Price: Zero continue</p> <p>SYSTEM: NES GAME TYPE: Puzzle Adventure # OF PLAYERS: 1 RELEASED: 1992 COMPANY: Namco</p> <p>© 1992 Namco America, Inc.</p>	<p>POWER CARD #39</p> <p>SUPER MARIO BROS. 2: THE GOLDEN COIN</p> <p>QUESTION: Mario Level has been taken over by Mario's evil alter-ego, Wario! Travel through the way of the World's biggest adventure ever in this awesome Game Boy block-buster!</p> <p>ANSWER: Try clearing all of the stages at one of the following times using only one Mario life.</p> <p>Version: Earth Zone</p> <p>Manufacturer: Mario Zone</p> <p>Price: Pumpkin Zone</p> <p>SYSTEM: Game Boy GAME TYPE: Mario Adventure # OF PLAYERS: 2 RELEASED: 1992 COMPANY: Nintendo</p> <p>© 1992 Nintendo</p>

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